

STORYBOARD
w/color Notes

TITLE: "T.V. Or Not To Be"

SHOW: 2

ACT: 2

DATE:

DIRECTOR: Raymie Muizquiz

sc	BG	timing	panel

sc	BG	timing	panel

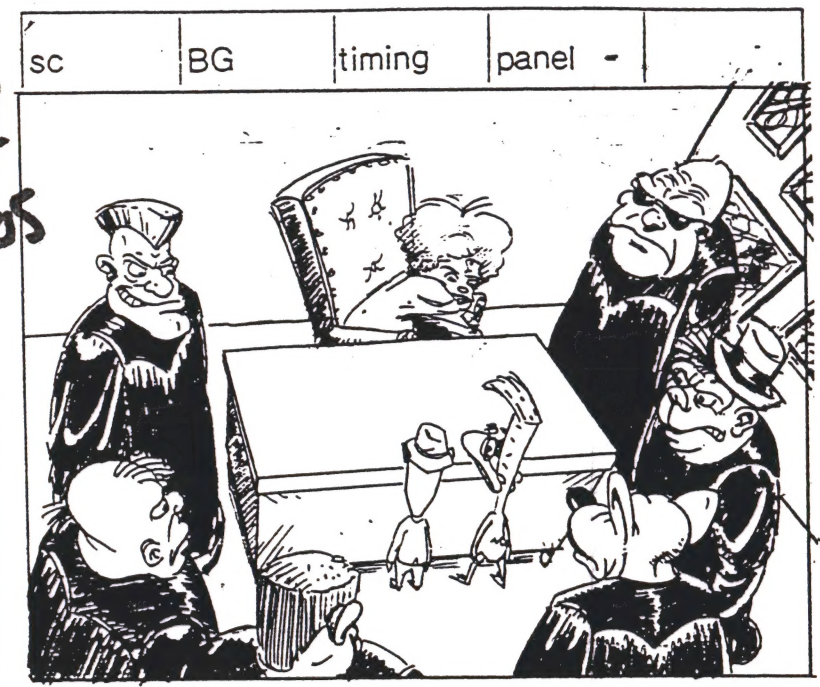
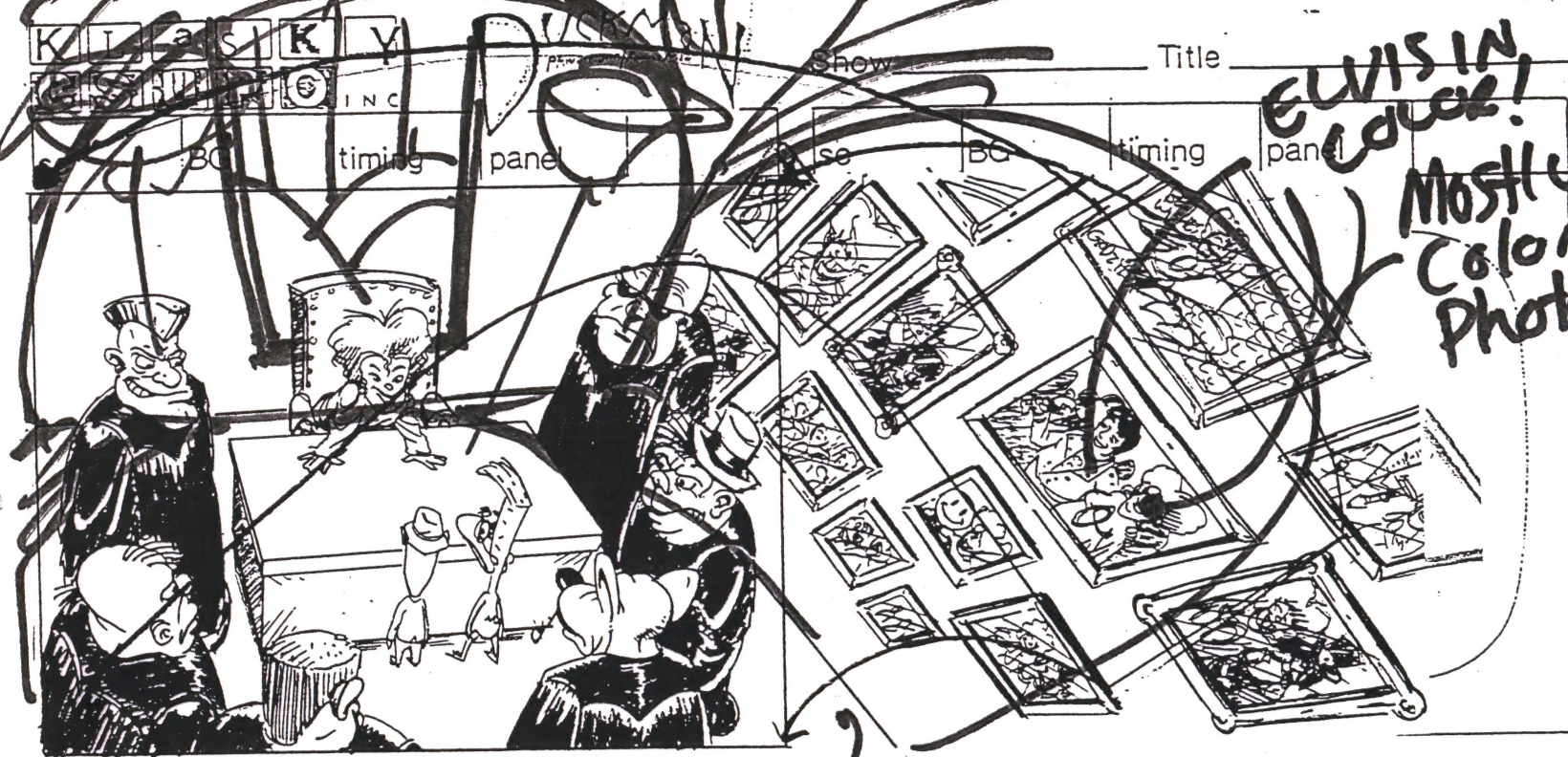
sc	BG	timing	panel

dialogue

director's
notes

timing

ELVIS IN
COVER!
Mostly
Color
Photos



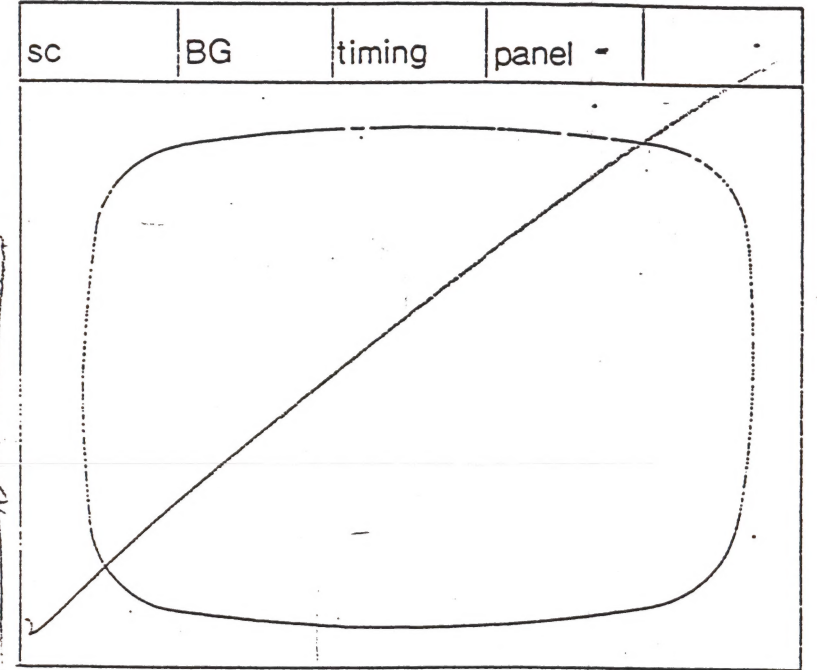
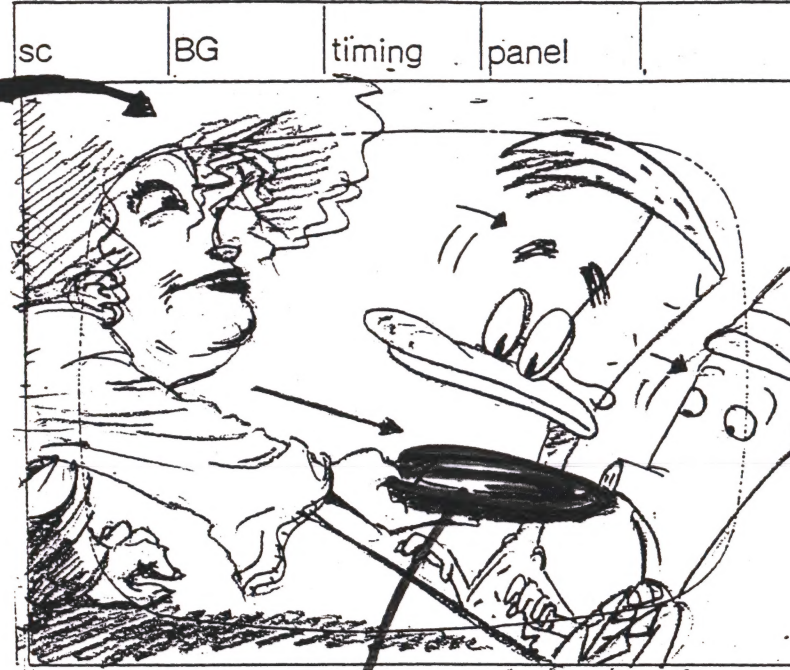
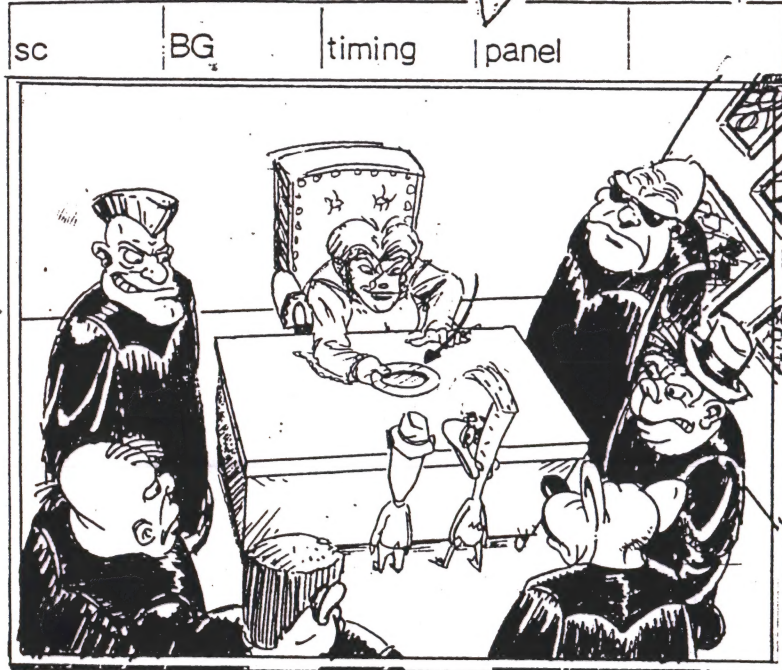
dialogue

MIRABELLE
Well...since you are a detective...
and I do have something to find...

director's
notes

Cold, corporate
marble walls
Must connect
to Church

timing

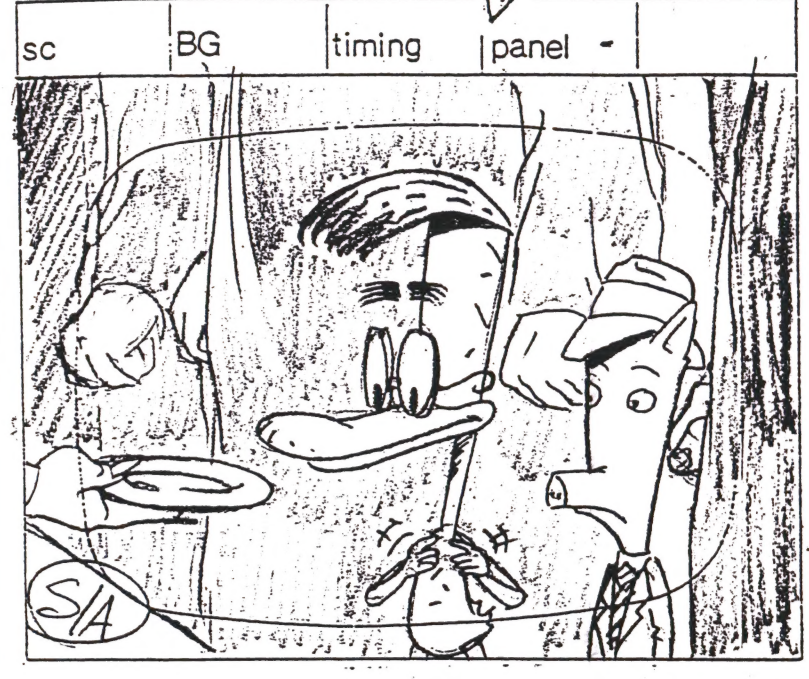
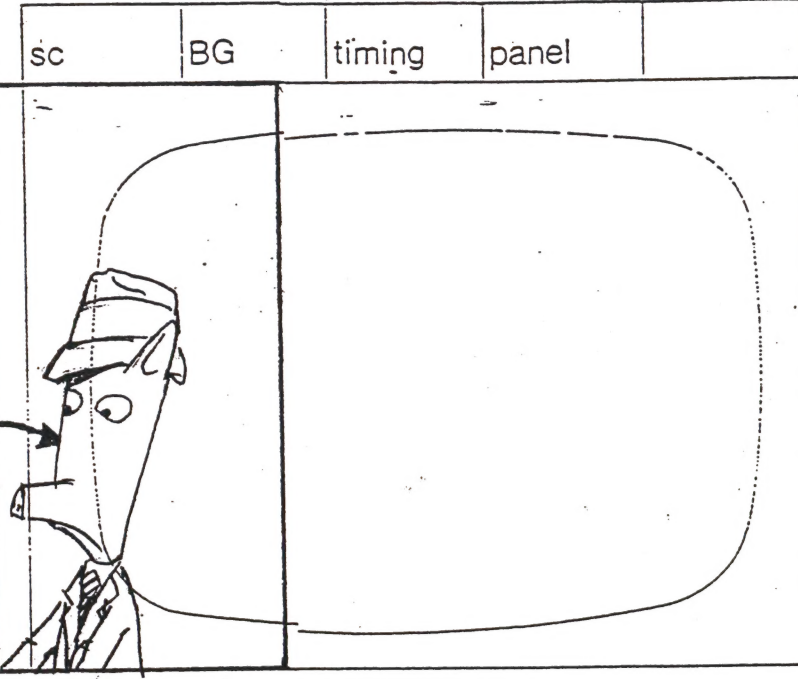
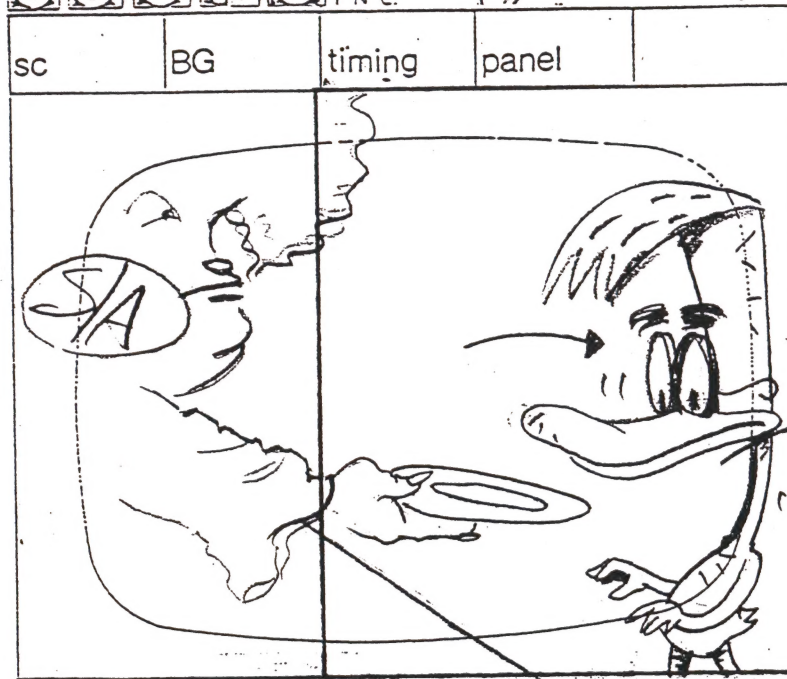


Gold

dialogue

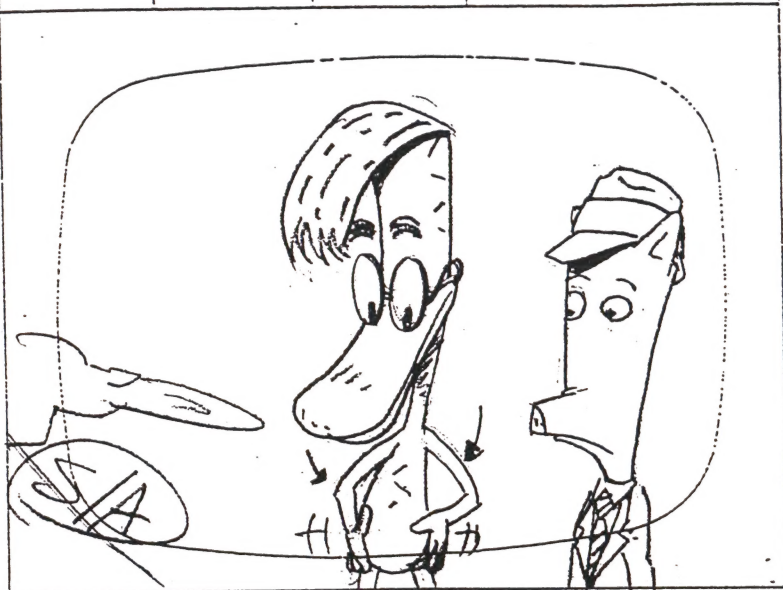
director's notes

timing

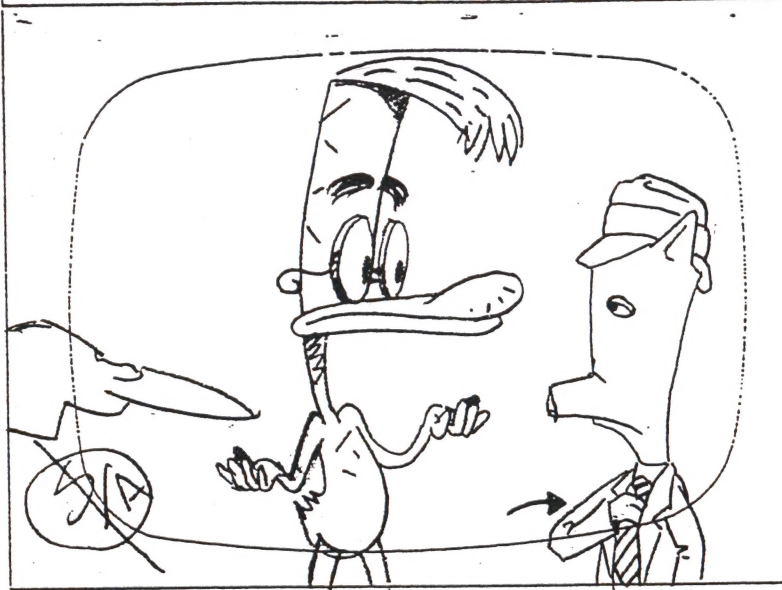


dialogue	
director's notes	
timing	

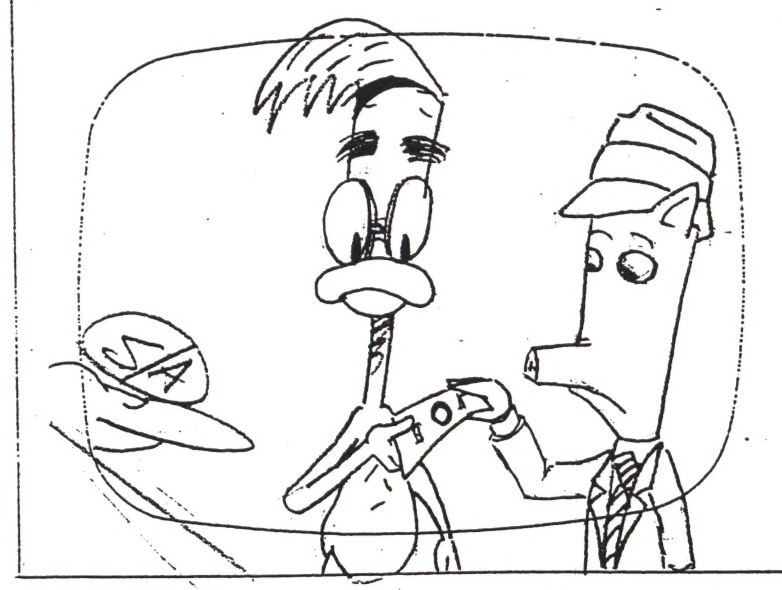
sc	BG	timing	panel
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sc	BG	timing	panel
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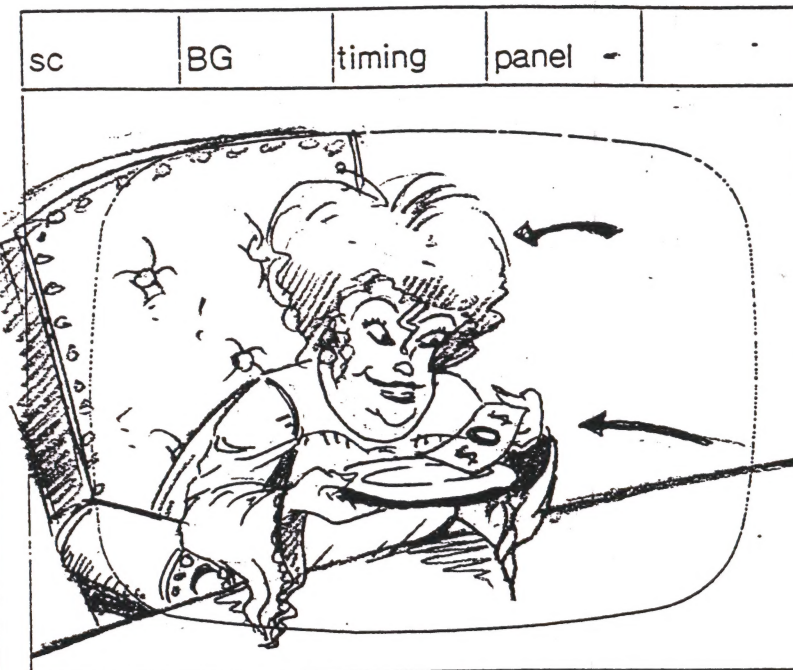
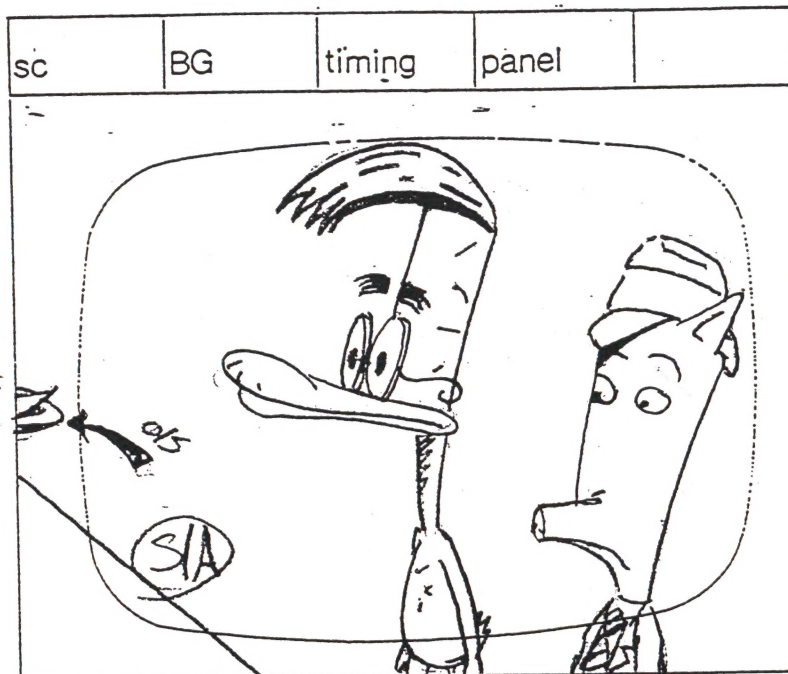
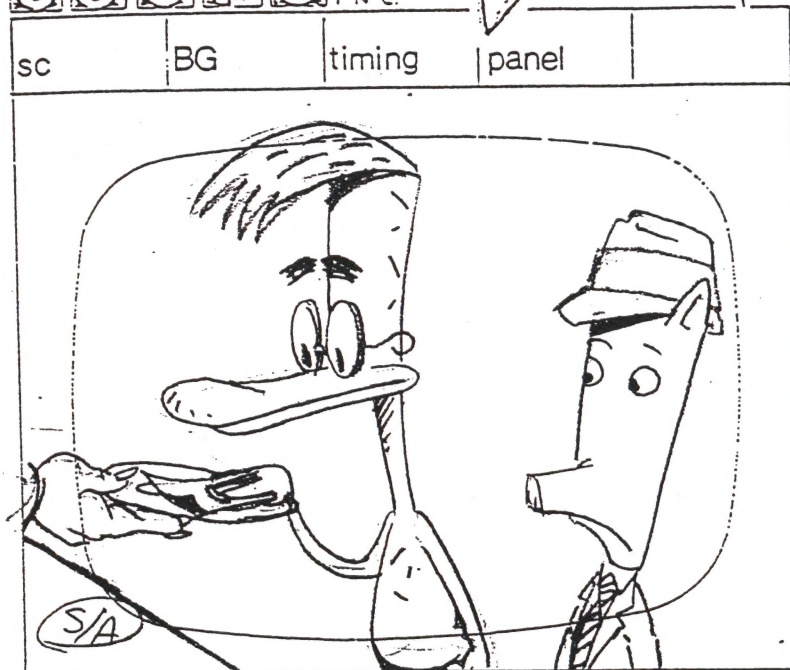
sc	BG	timing	panel
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dialogue

director's
notes

timing



dialogue

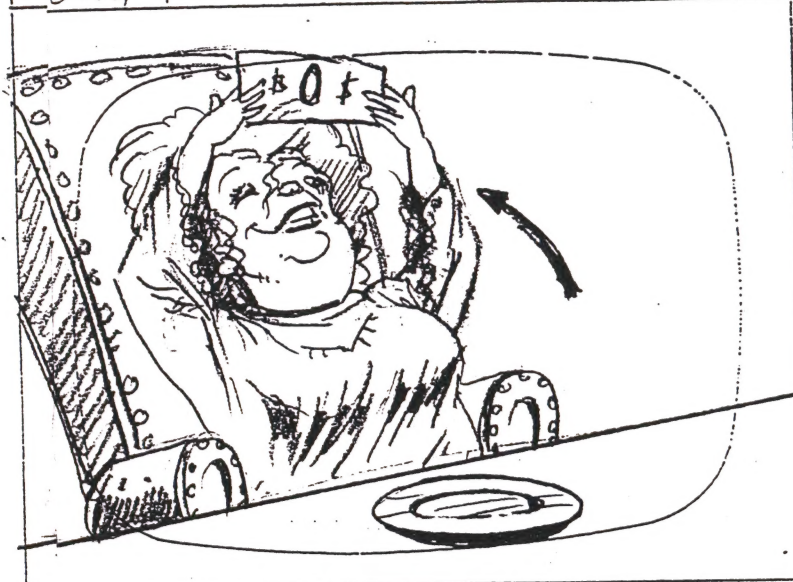
MIRABELLE
...I accept

director's
notes

timing

6

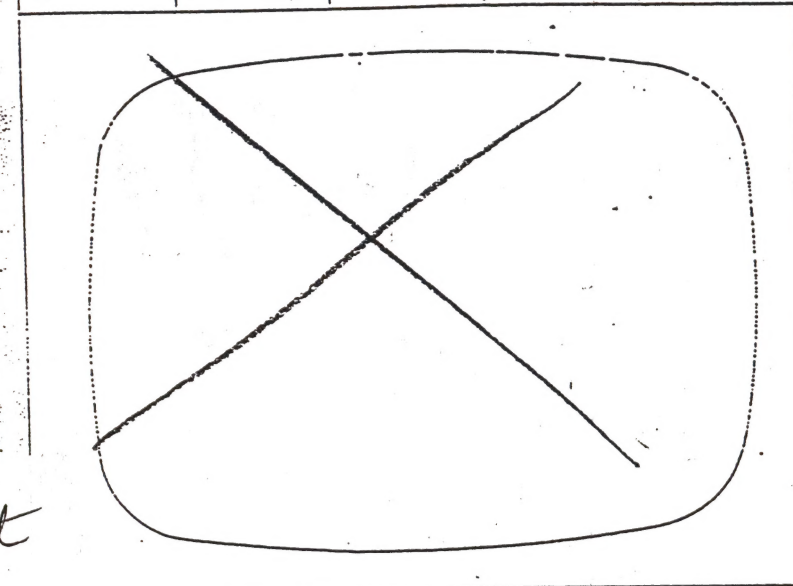
sc 129 BG timing panel B
cont



sc 129 BG timing panel C
cont



sc BG timing panel



*Please insert
in your
show II / Act II
SB*

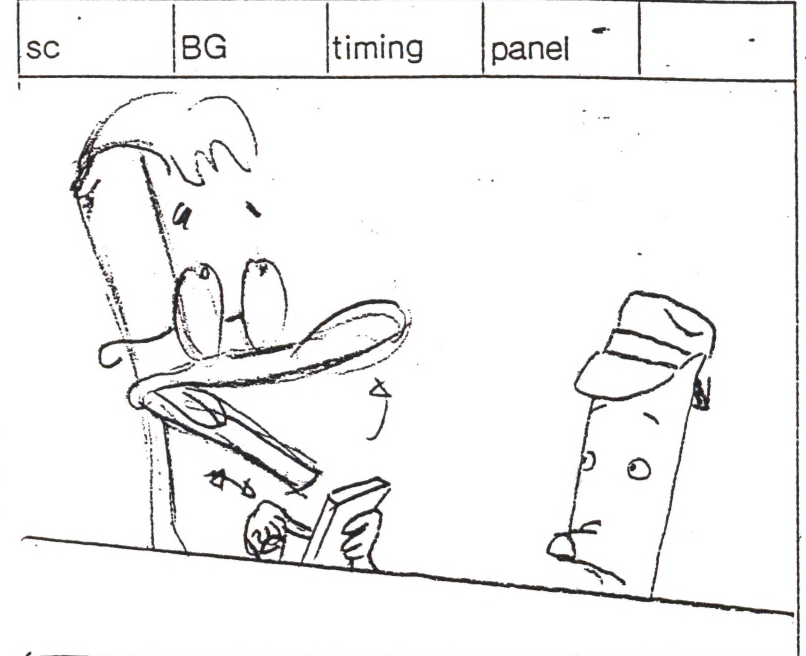
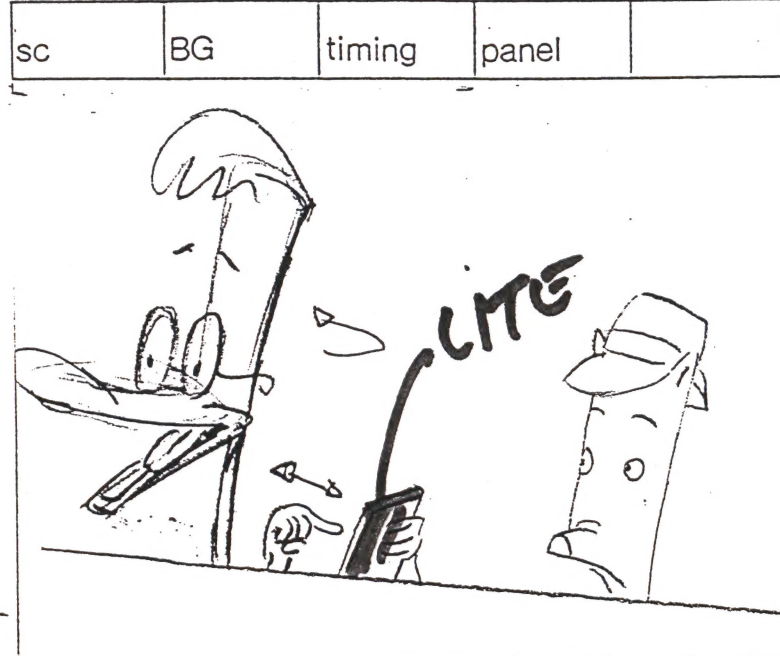
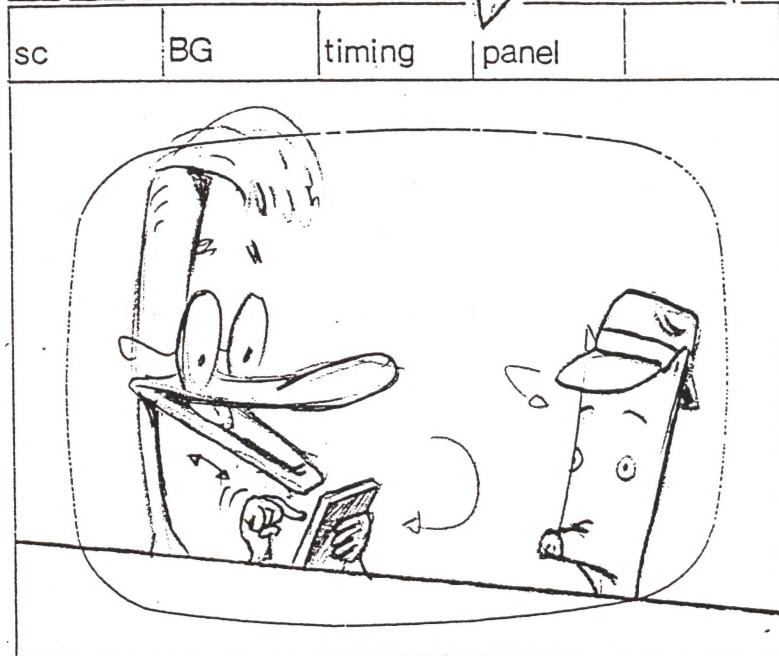
dialogue

MIRABELLE
your apology.

MIRABELLE
How much
do you charge?

director's
notes

timing



DUCKMAN CONT)
WELL NEED TO SET UP

director's notes

timing

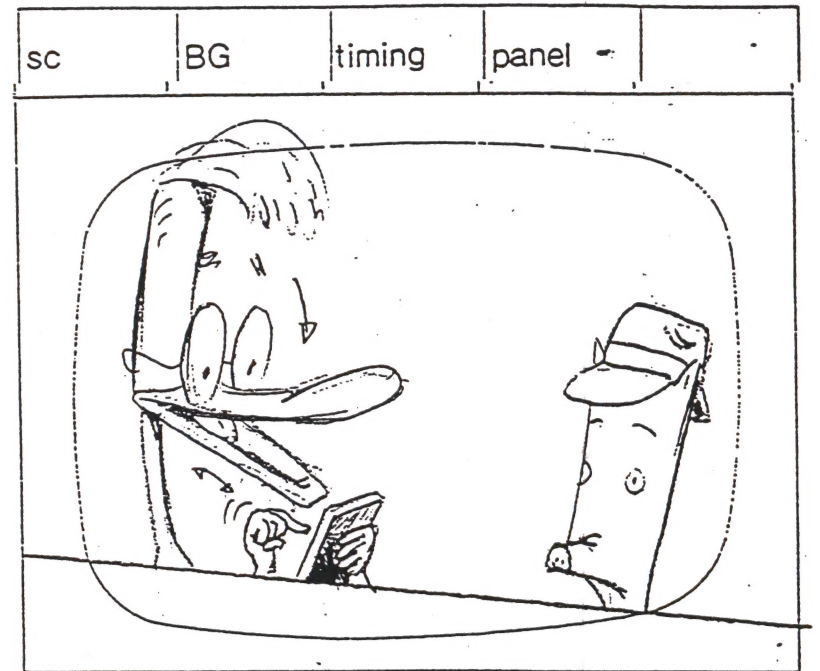
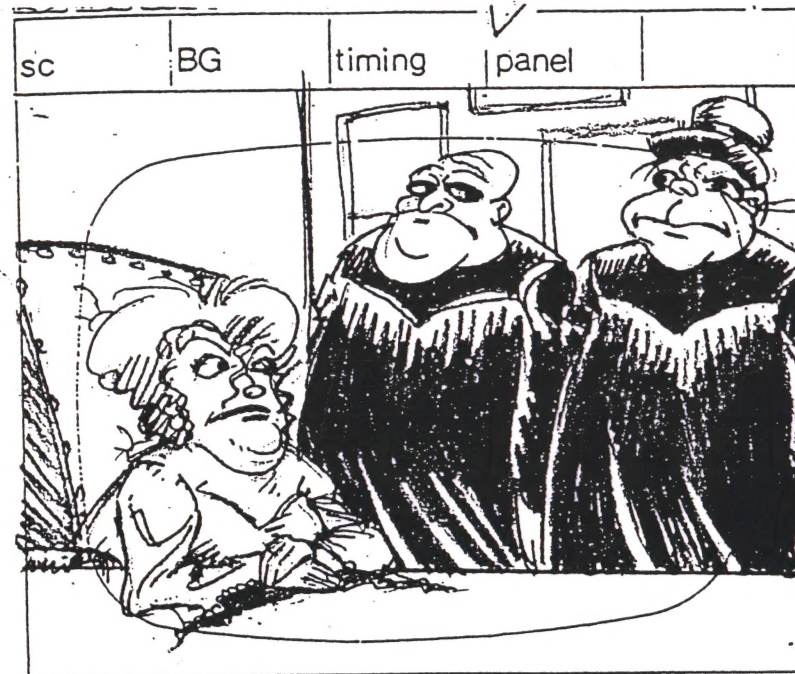
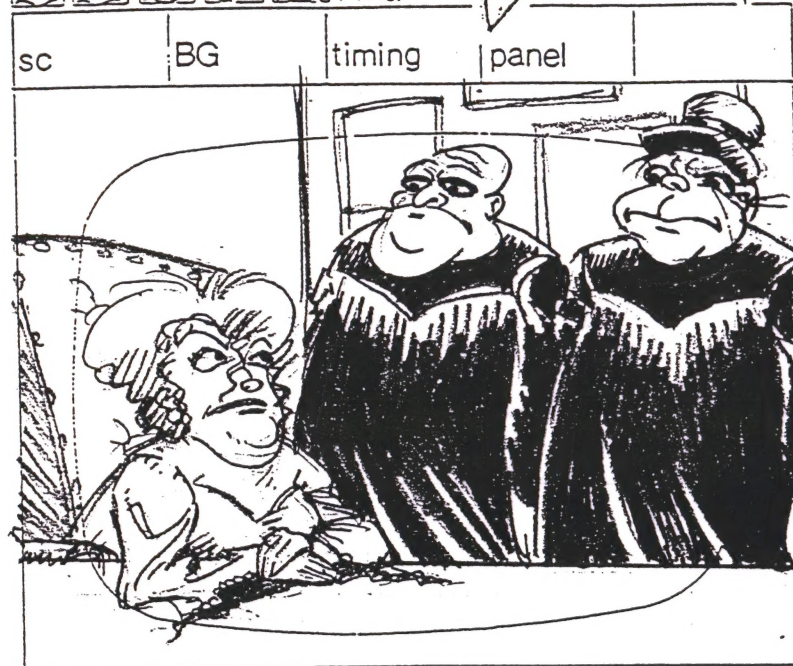
D (CONT.)
ROUND THE CLOCK SURVEILLANCE,



DUCKMAN'S FINGER
TAPS DIFFERENT
BUTTONS.

D (CONT.)
HIGHPOWERED
TELESCOPES,

NOTE THAT CALCULATOR
& HAND MOVE WHEN
DUCKMAN MOVES HIS
BODY. DON'T FREEZE IT
TO ONE PLACE.



dialogue

DUCKMAN (O.S.)
a parabolic mike,
catered meals, four buxom
assistants, a VCR and big-screen TV,

DUCKMAN (O.S.)
a barcalounger, the complete Russ
Meyer videos, a two-year

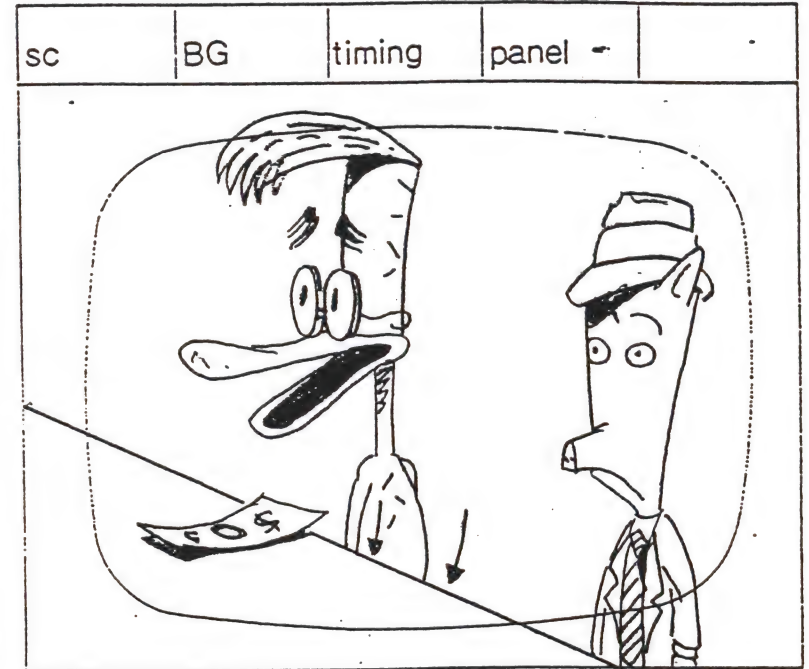
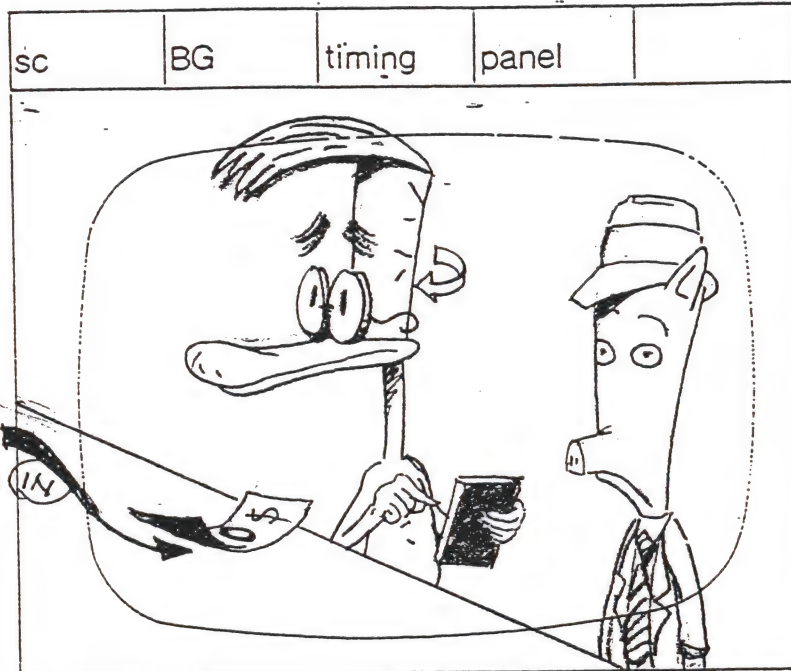
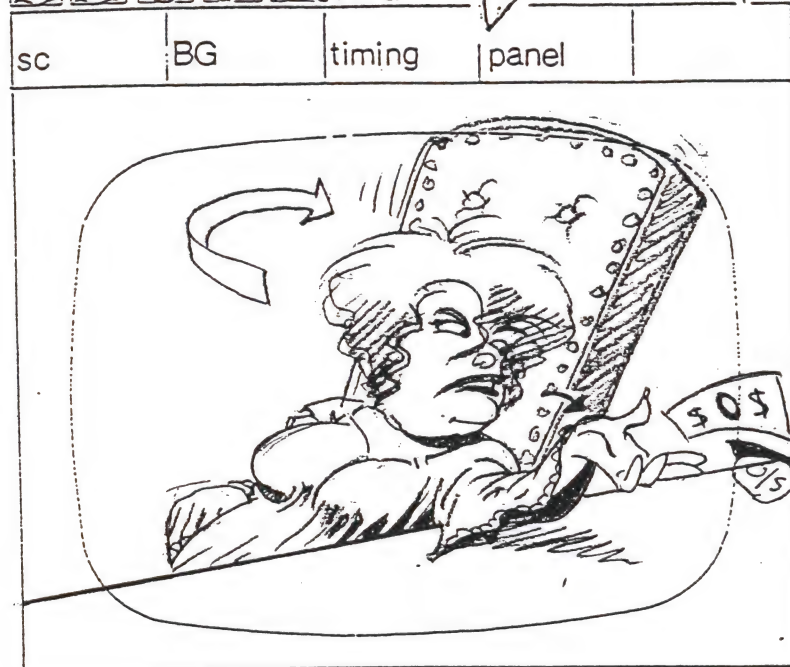
DUCKMAN
subscription to the Sports Betting
Tip Sheet, all told it comes to a
daily rate of four hundred dollars
and seventeen cents.

director's
notes

○ ○ ○ ○ ○
EYE POSITIONS

○ ○ ○ ○ ○
EYES SHIFT

timing



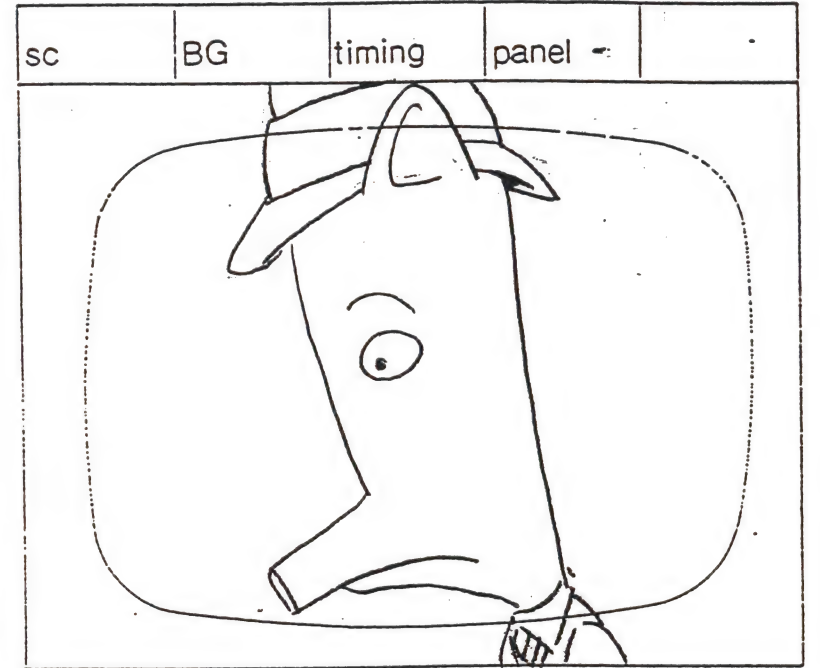
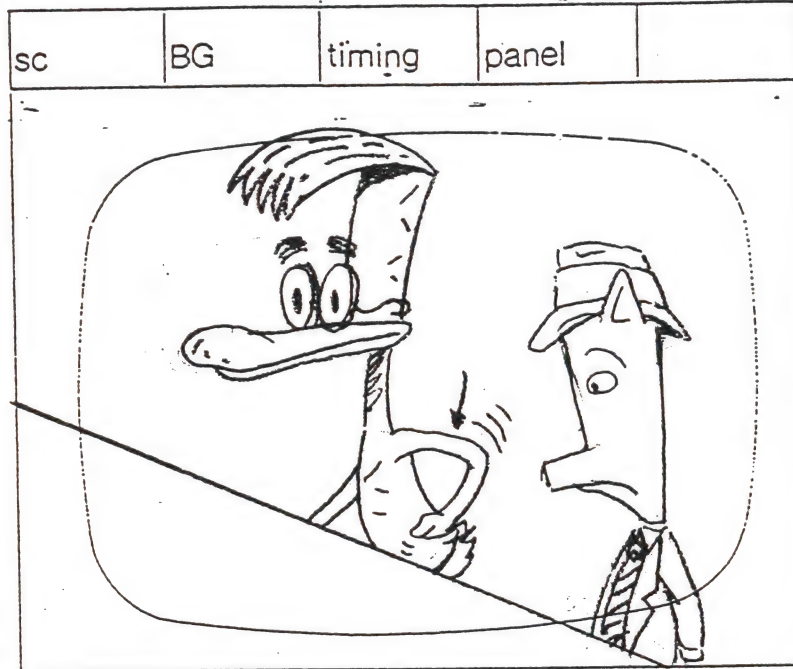
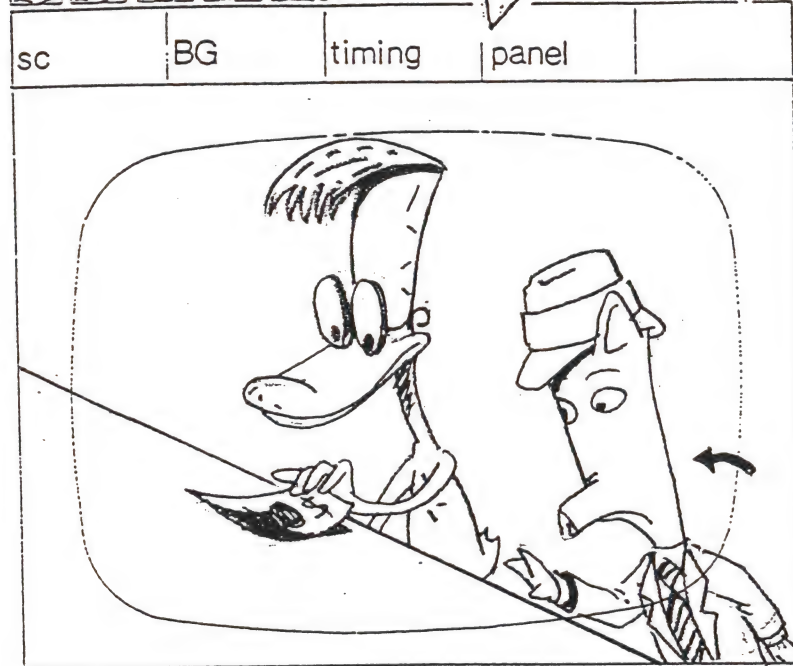
dialogue

MIRABELLE
I'll give ya' twenty bucks.

DUCKMAN
That was my fall-back offer...

director's
notes

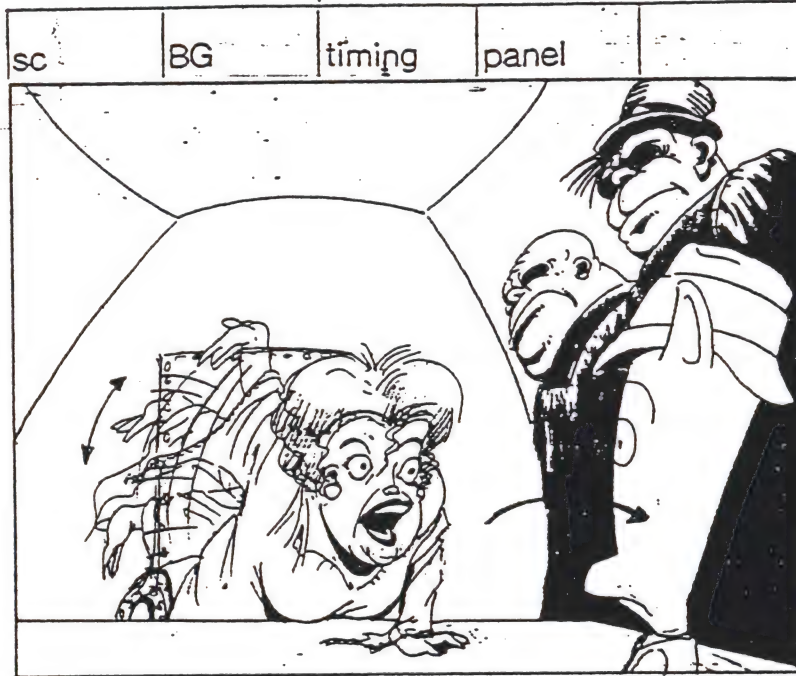
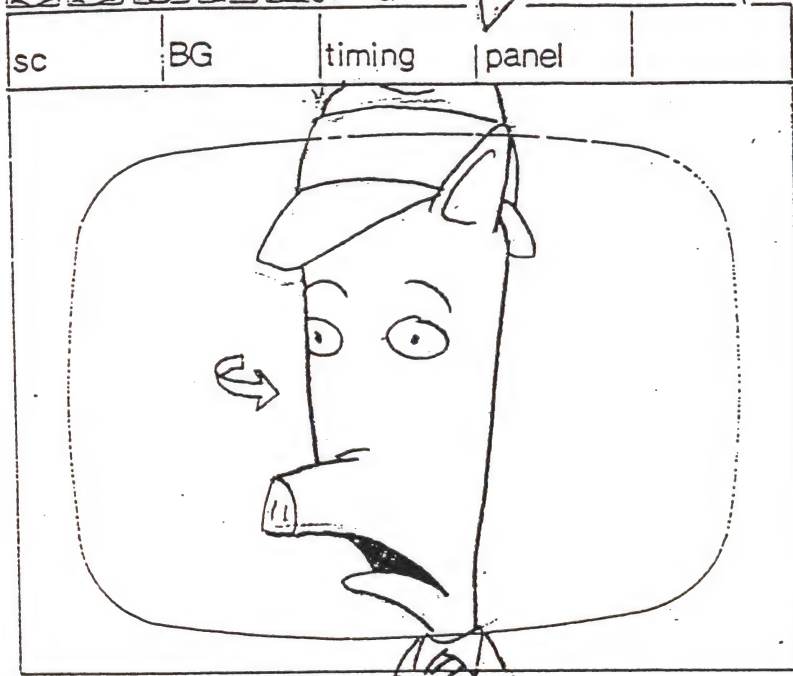
timing



dialogue

director's
notes

timing



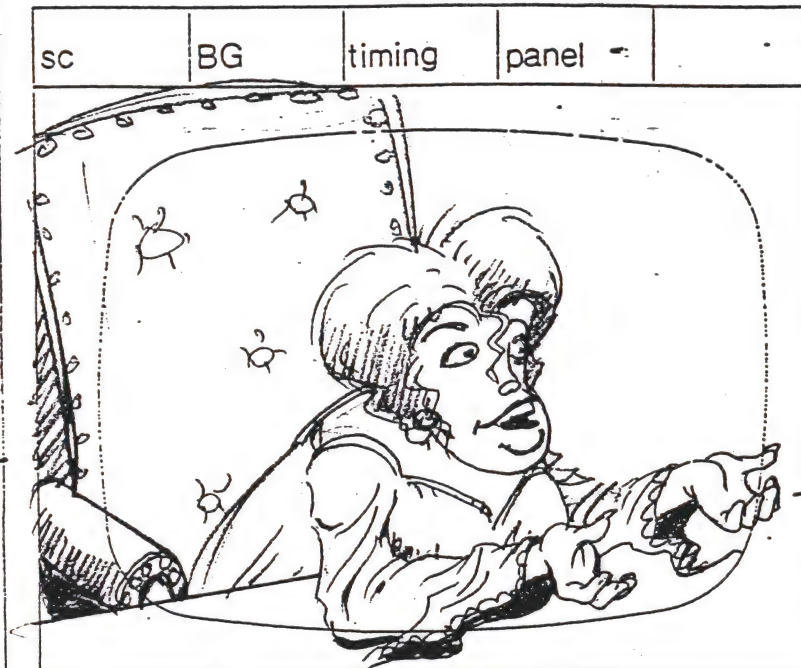
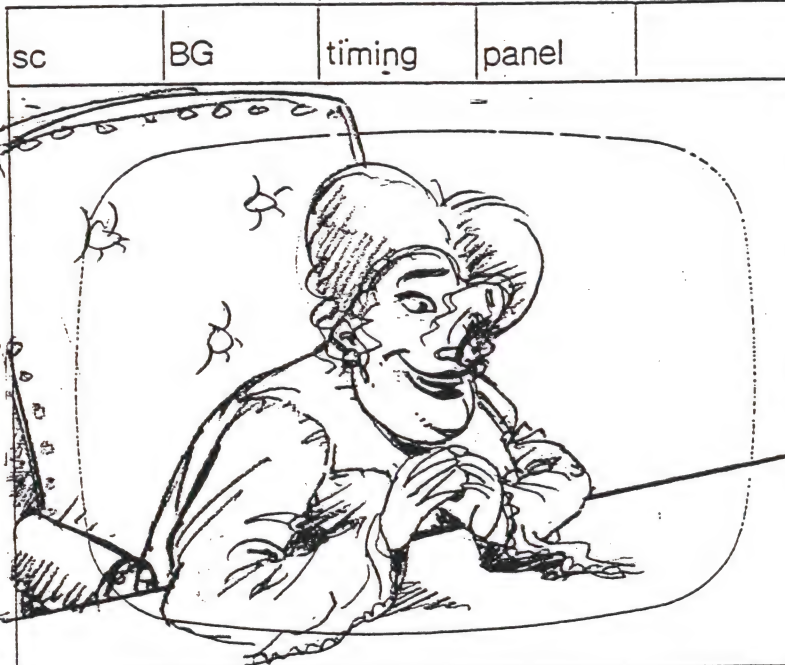
dialogue

CORNFED
What about the thousands of dollars
you just collected from those people
out there?

MIRABELLE
This imported Italian ~~marble~~ doesn't
grow on trees...

director's
notes

timing



dialogue

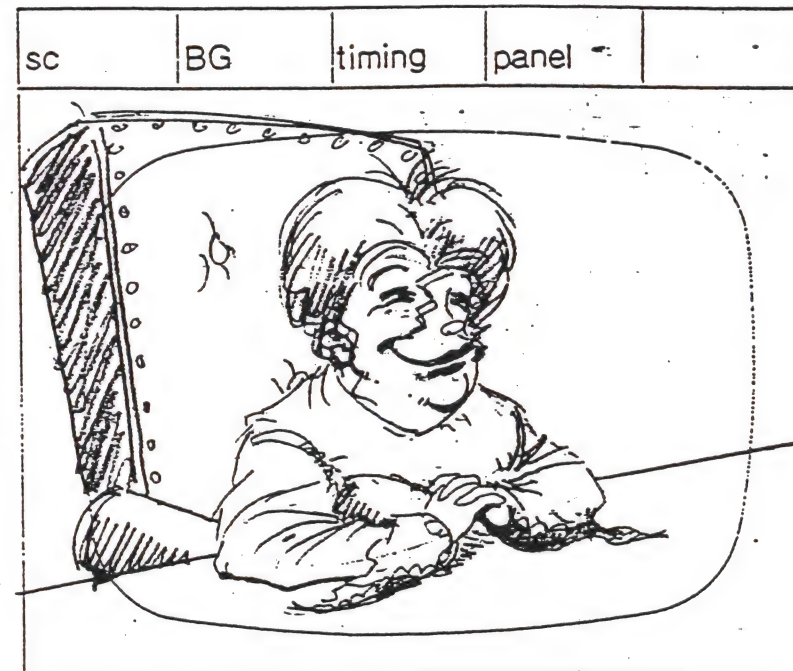
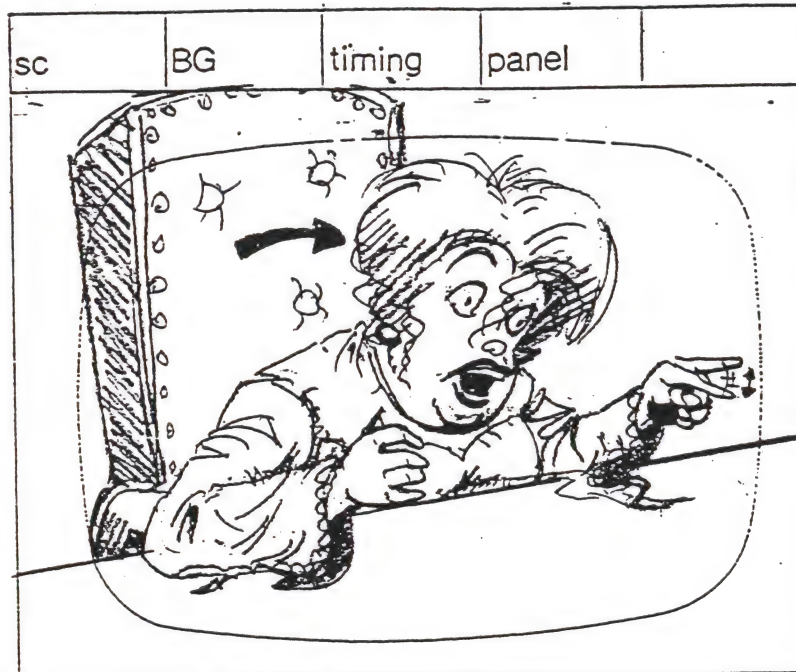
MIRABELLE
Not that the painting isn't the most
important thing in the world to me,

MIRABELLE
it is,

MIRABELLE
and I'm sure whoever
committed such a dastardly crime

director's
notes

timing



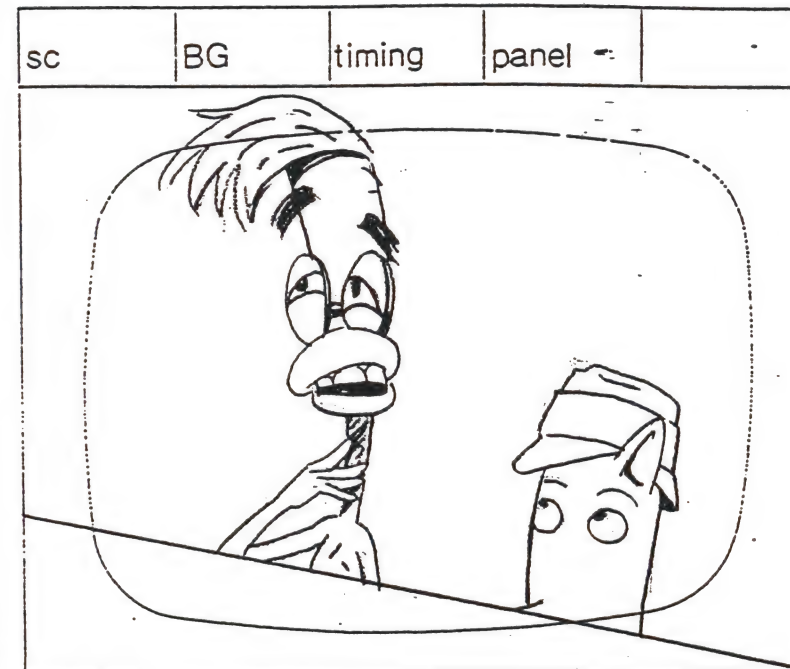
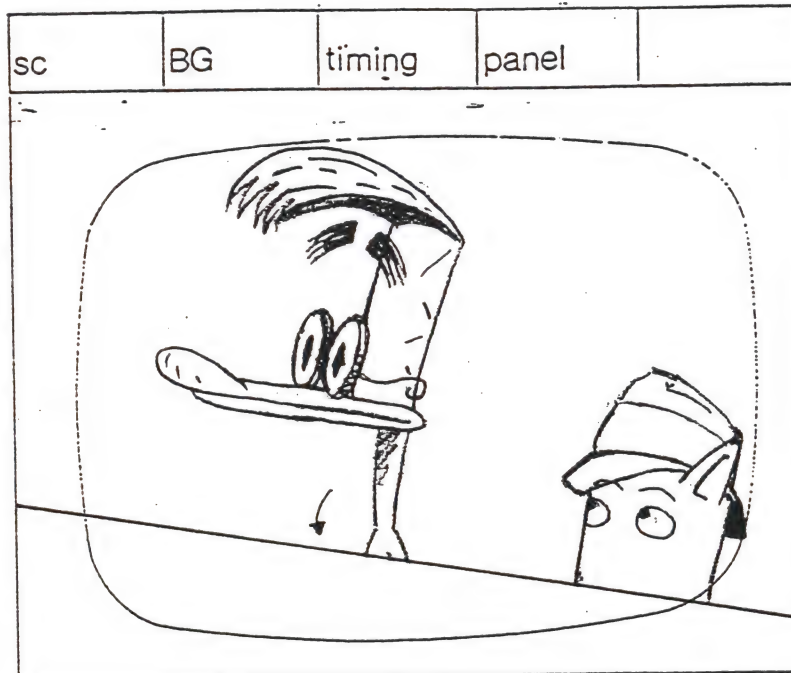
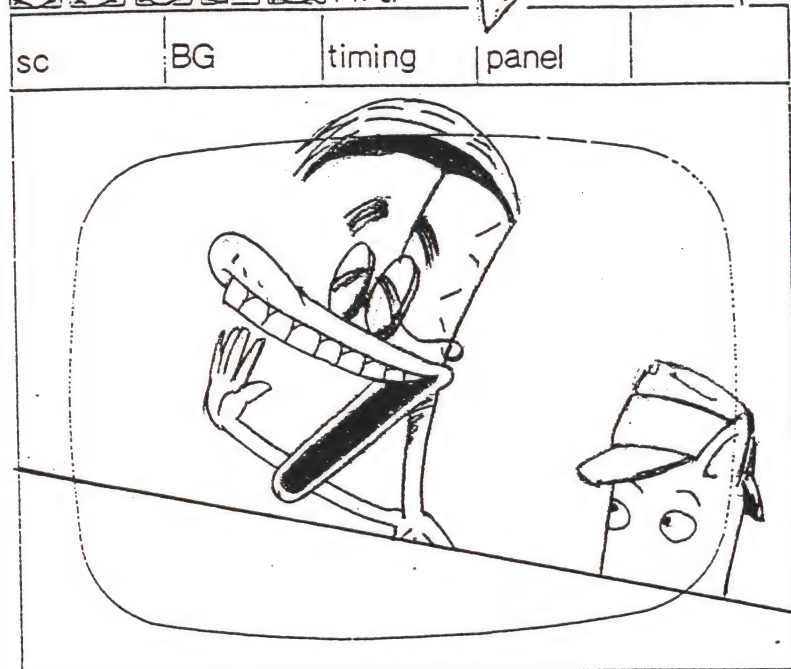
dialogue

MIRABELLE
must be some kind of ruthless killer

MIRABELLE —
who might very well chop off your
heads and put 'em on a stick...

director's
notes

timing



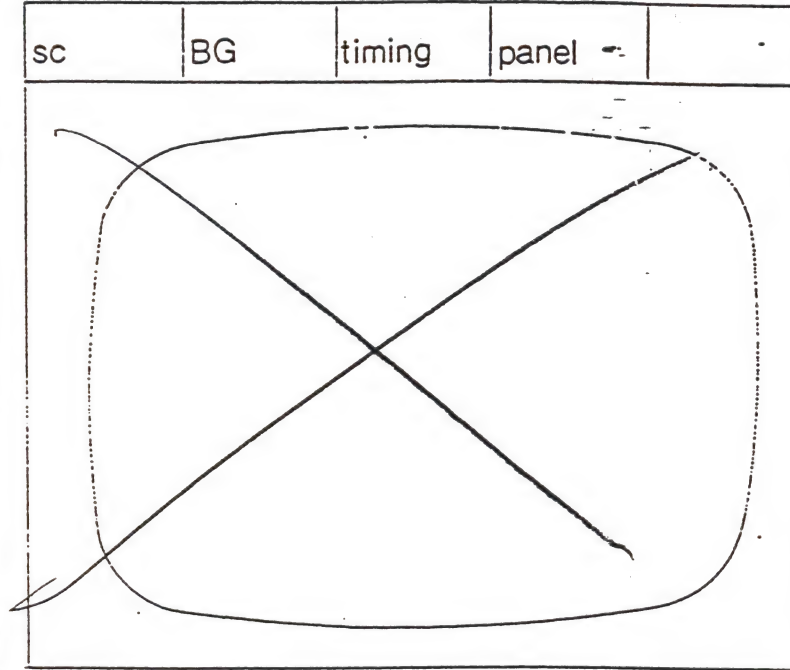
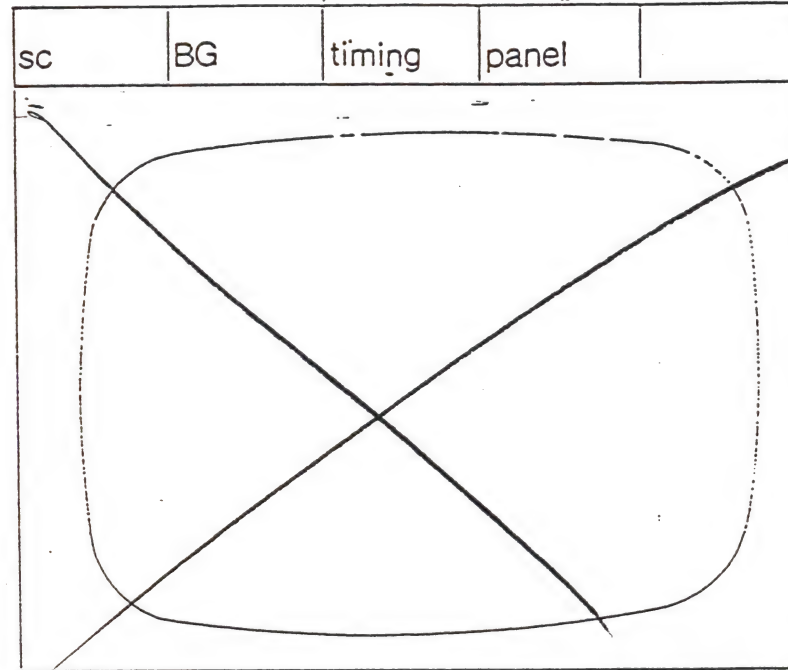
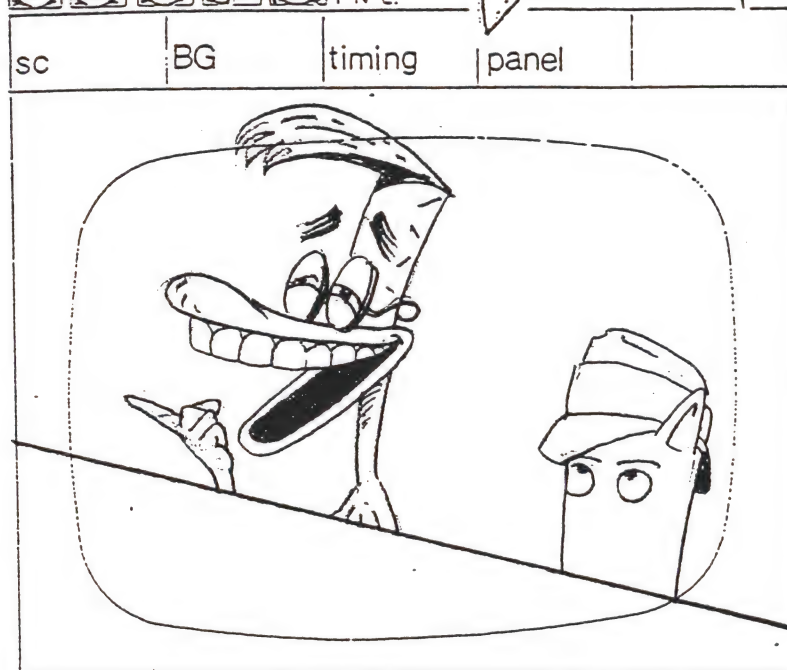
dialogue

DUCKMAN
Not to worry...we eat fear for
breakfast...

director's
notes

timing

DUCKMAN
You're guessing about the stick
part,

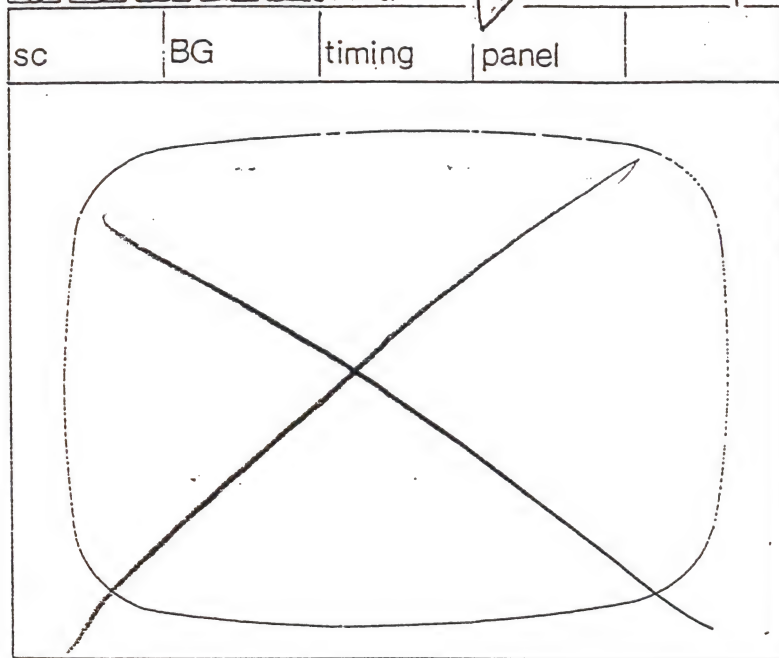


dialogue

DUCKMAN
right..?

director's
notes

timing

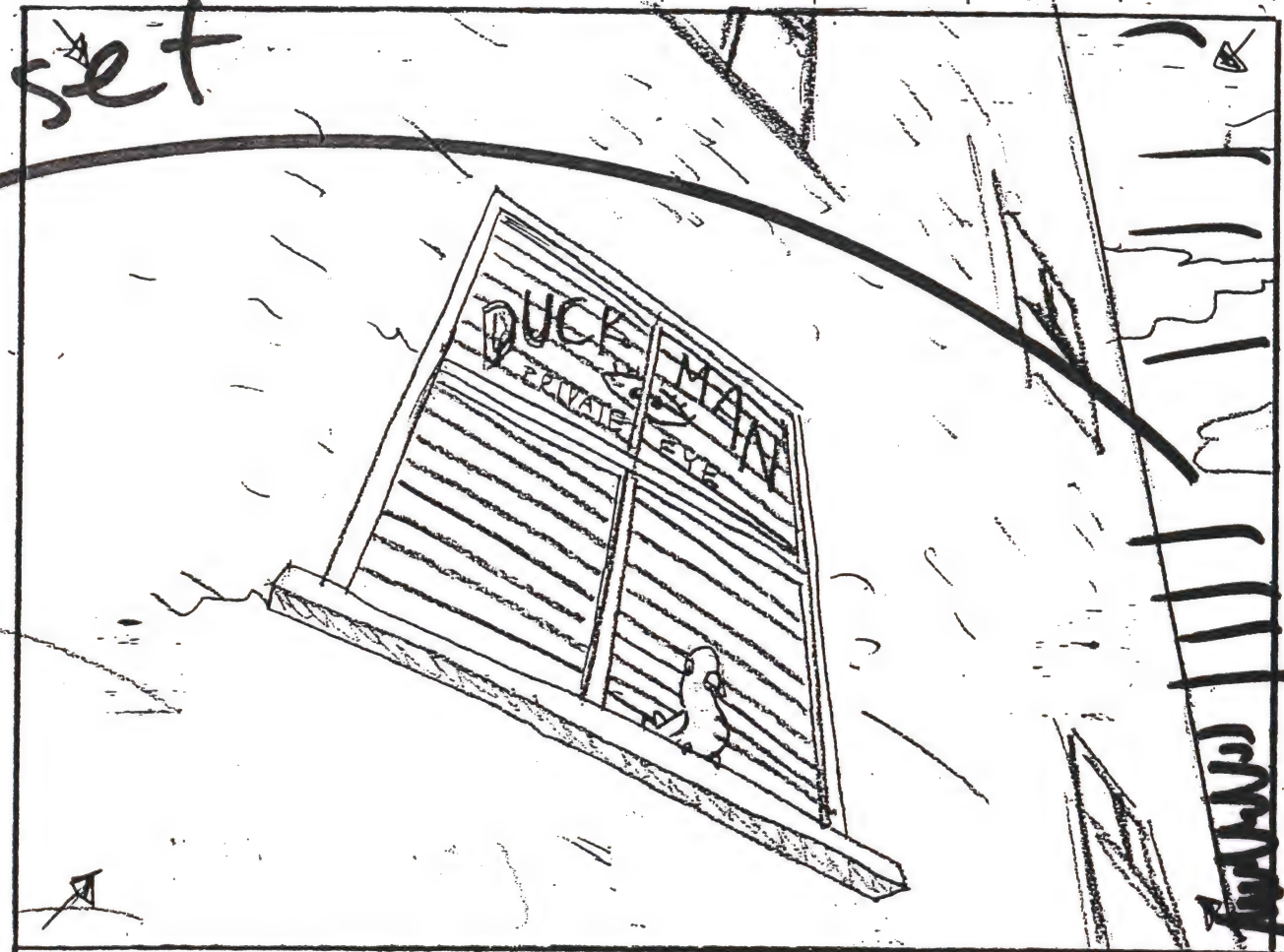


dialogue

director's
notes

timing

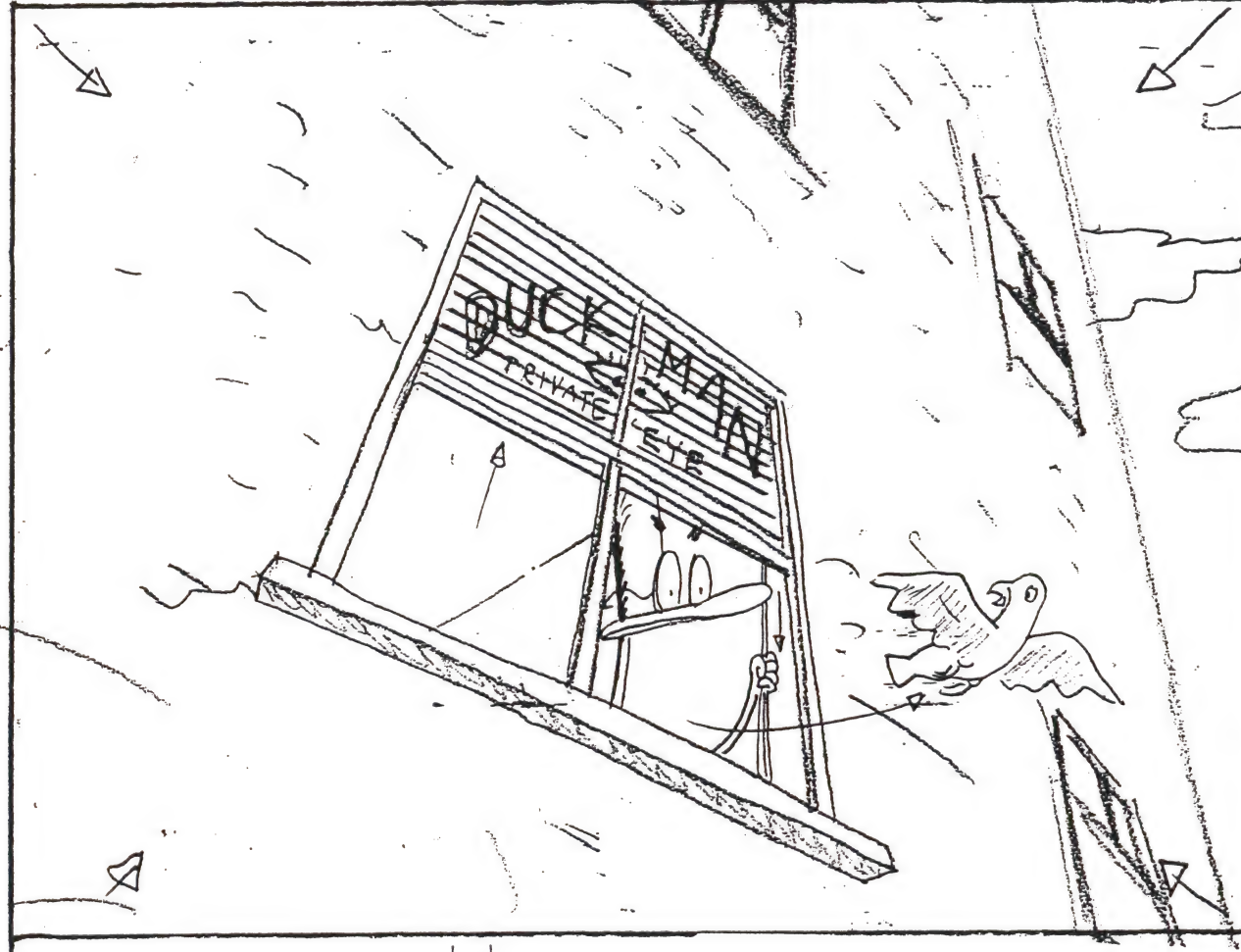
Sunset



FADE IN
EXT. SCHNEGLE BUILDING

SLOW TRUCK IN

sc BG timing Inage 1 B



SLOW TRUCK IN
CONTINUES

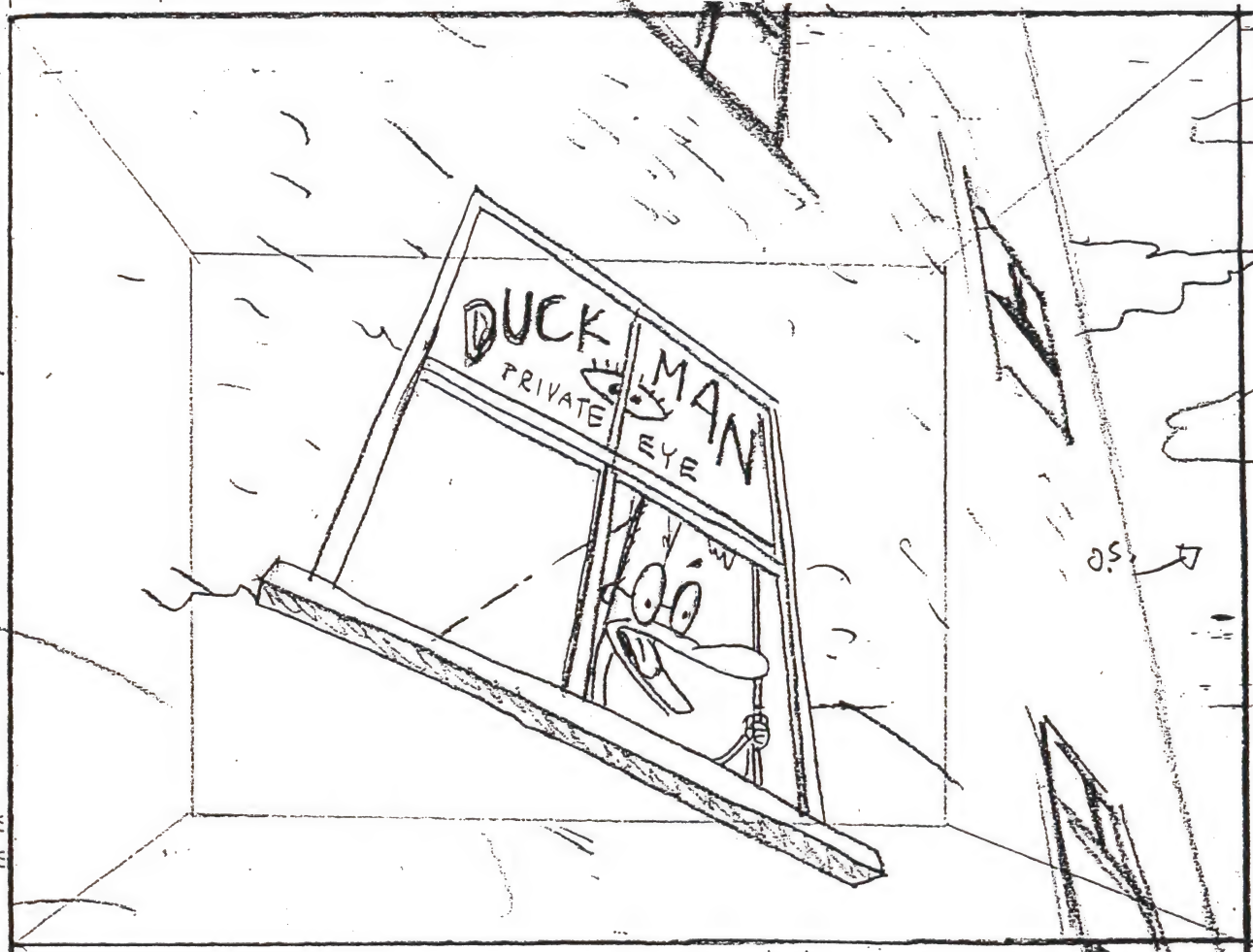
DUCKMAN RAISES
BLINDS & SCARES
PIGEON - IT FLIES
AWAY.

dialogue

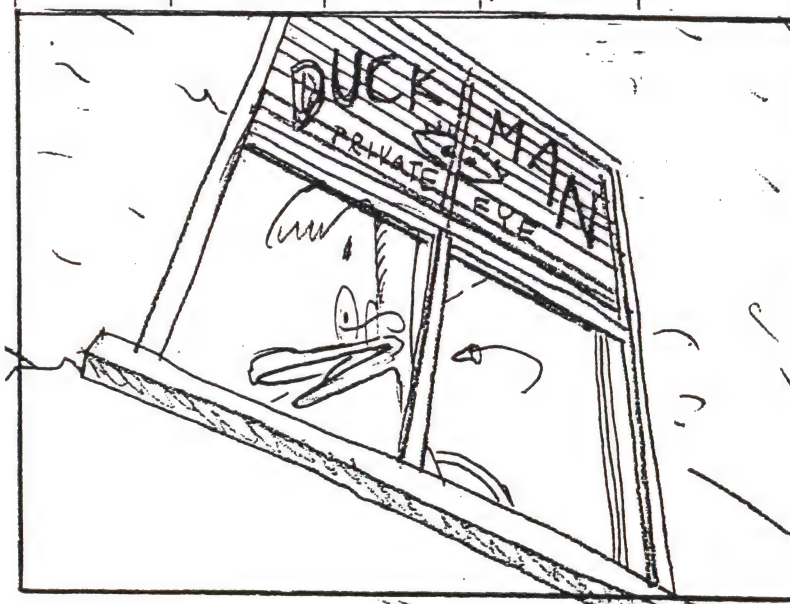
director's
notes

timing

sc BG timing panel C



sc BG timing panel D



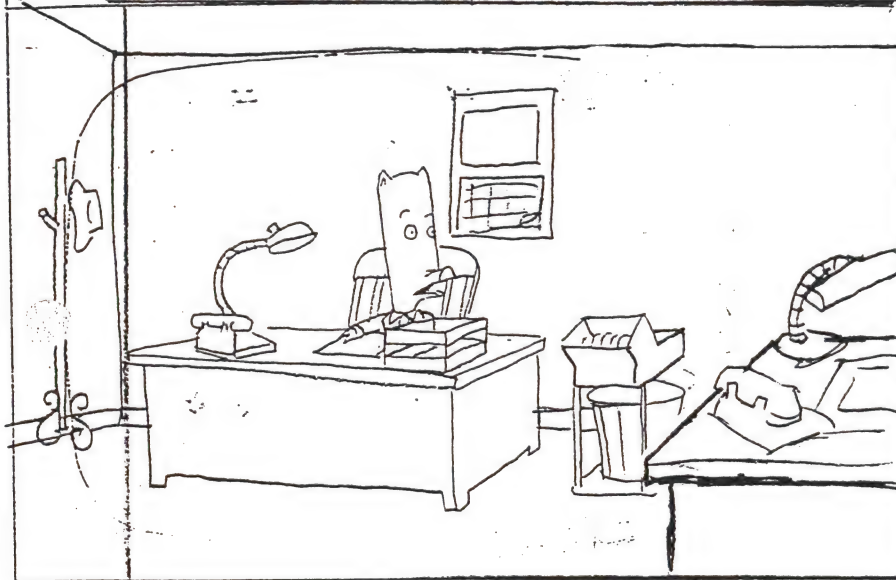
DUCKMAN
TELL ME AGAIN WHY WE'RE DOING THIS?

DUCKMAN LOOKS OUT

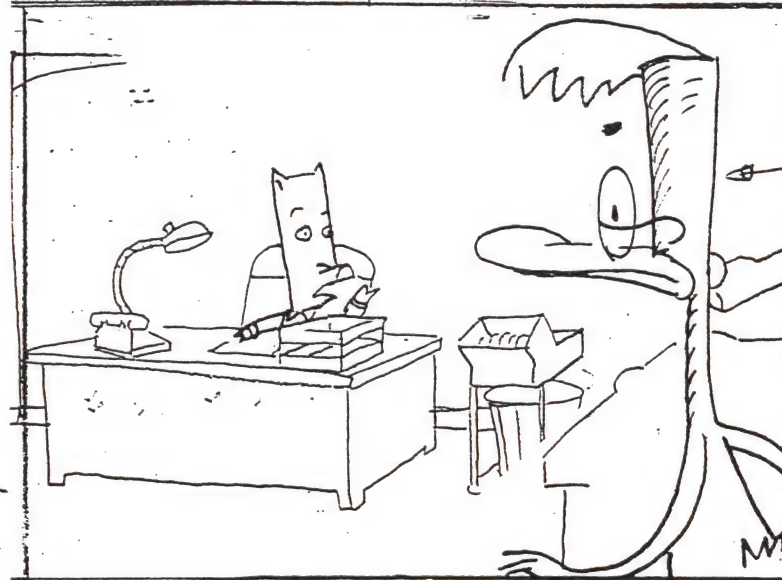
DUCKMAN TURNS

timing

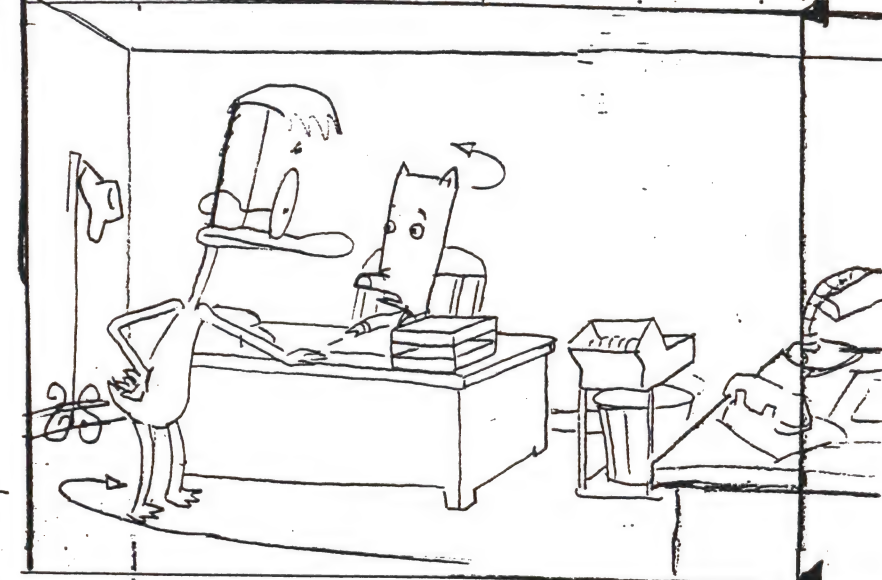
sc BG timing panel A



sc BG timing panel B



sc BG timing panel C



dialogue

CORNFED
When I inspected the wall where the

CORNFED
painting used to hang, I caught a

CORNFED
whiff of Eau de Carp, a cologne so
foul it's worn

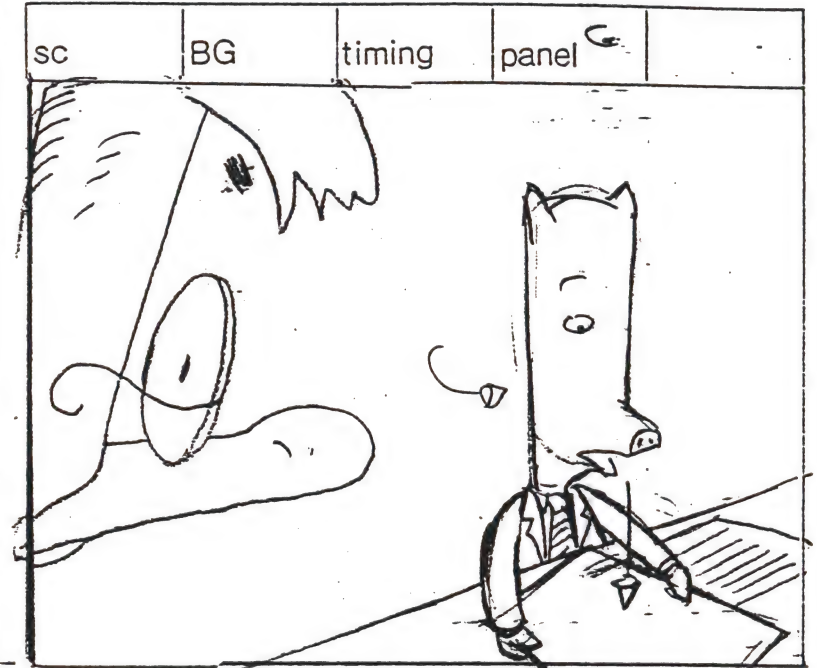
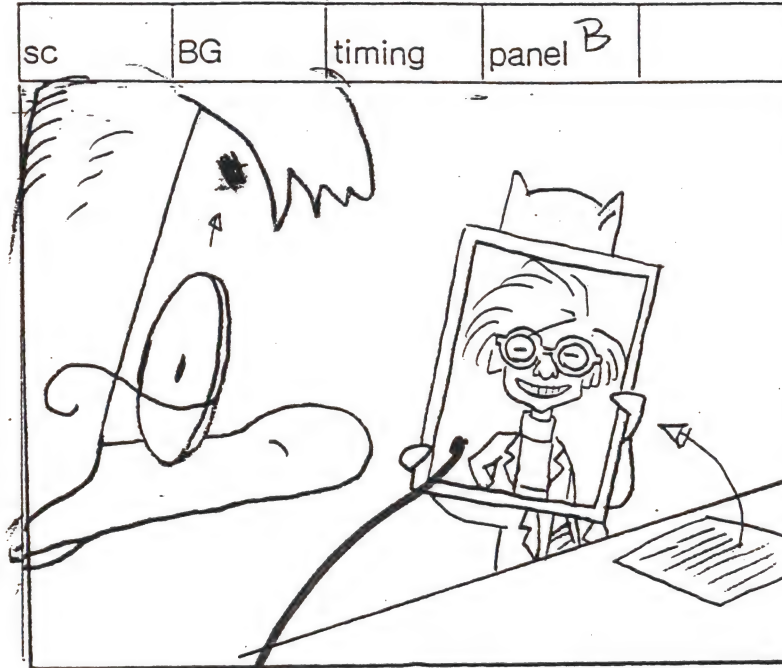
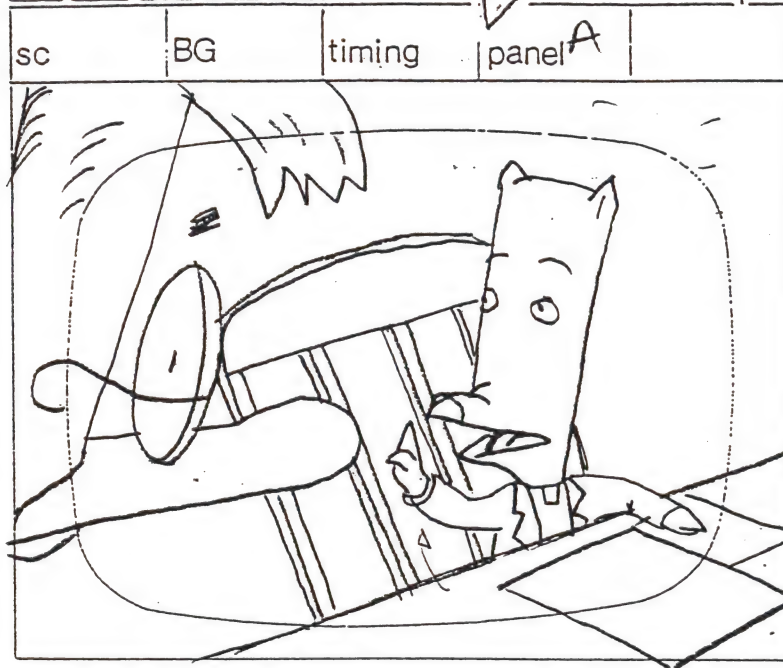
director's
notes

INT. DUCKMAN'S OFFICE - LATER THE SAME DAY

DUCKMAN WALKS INTO SC,

SHORT PAN W/ DUCKMAN
HE CROSSES ROOM & LEANS
ON DESK

timing



CORNFED (CONT)

by only one man, a
man who happens to be the world's

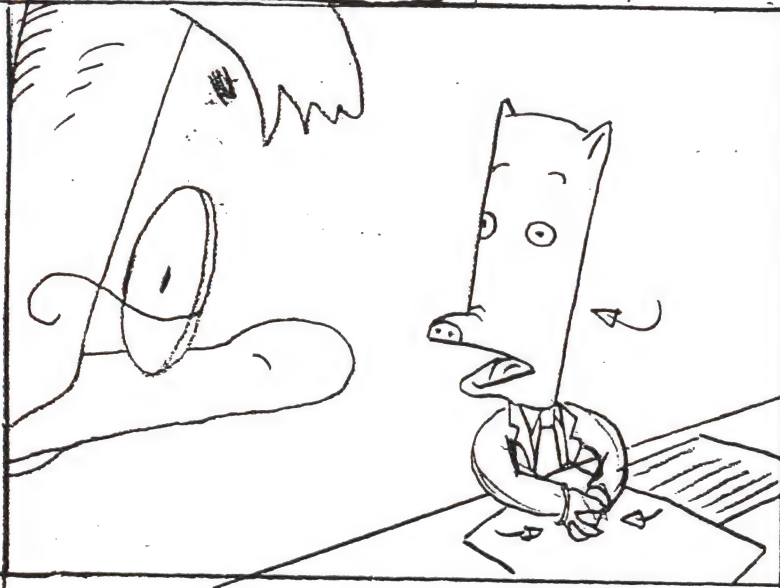
greatest art collector, Big Dada
Duchamp.

My guess is if we go

CORNFED MAKES
A "POINT" W/ HOOF

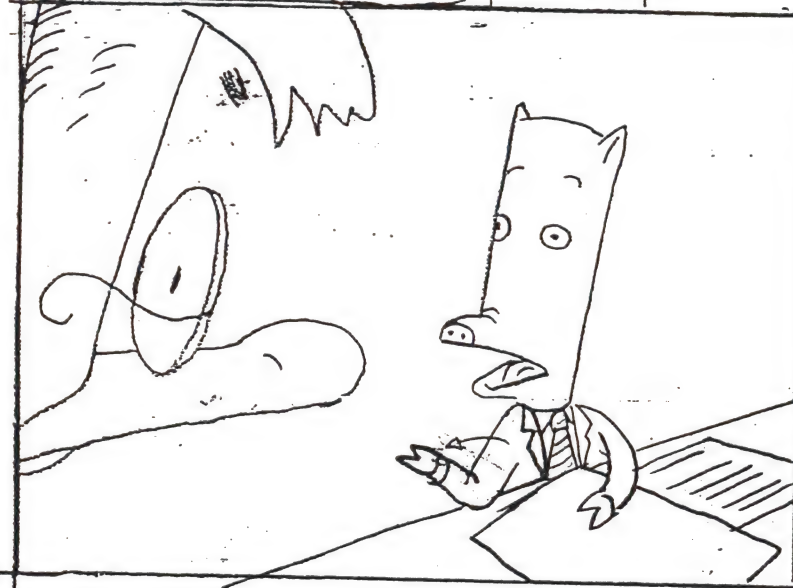
610R

sc _____ BG _____ timing _____ panel D

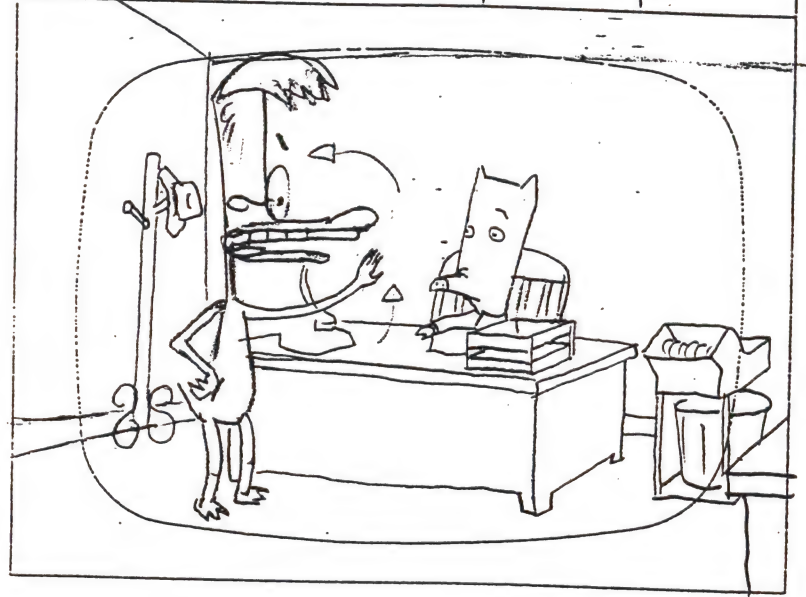


CORNEED (CONT)

sc _____ BG _____ timing _____ panel E



sc _____ BG _____ timing _____ panel A



Miracle- DUCKMAN

DUCKMAN STRAIGHTENS
STARTS SHOOING GESTURE

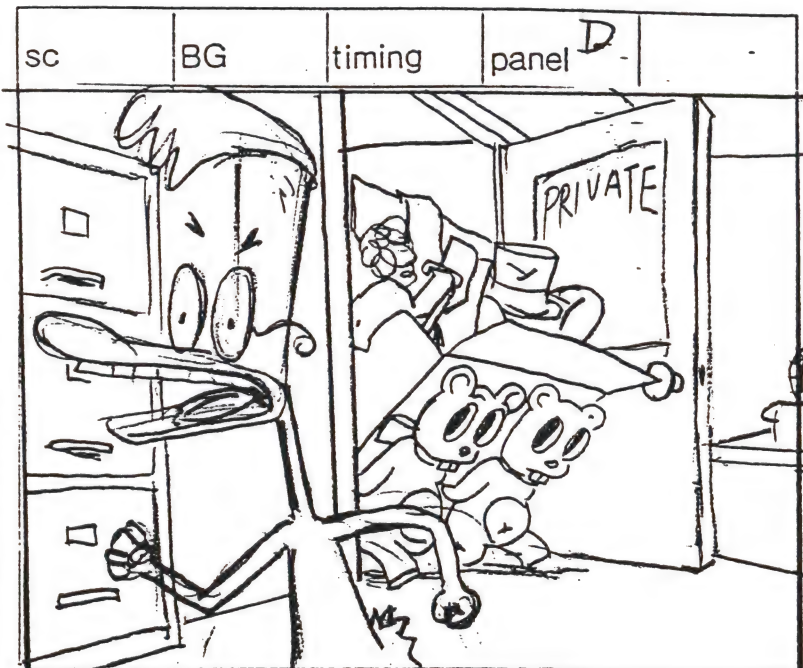
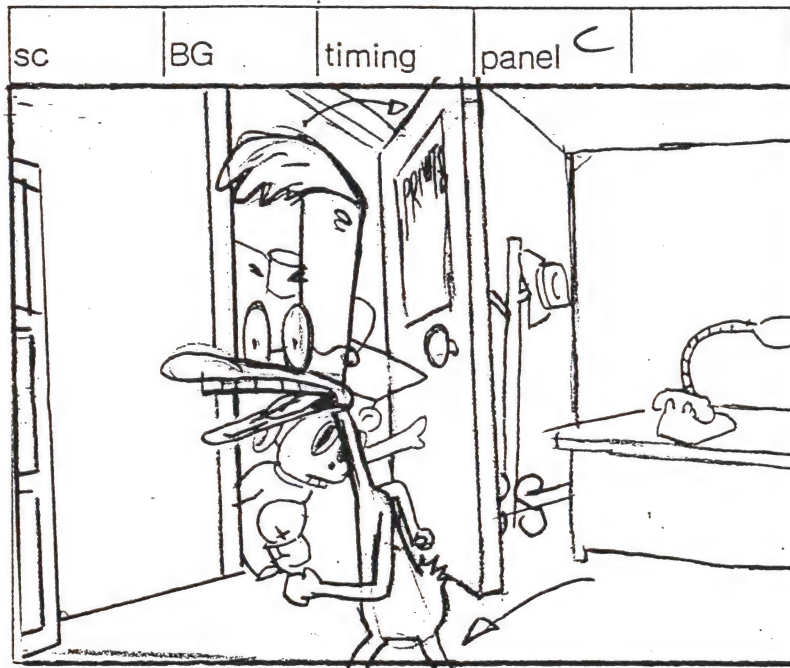
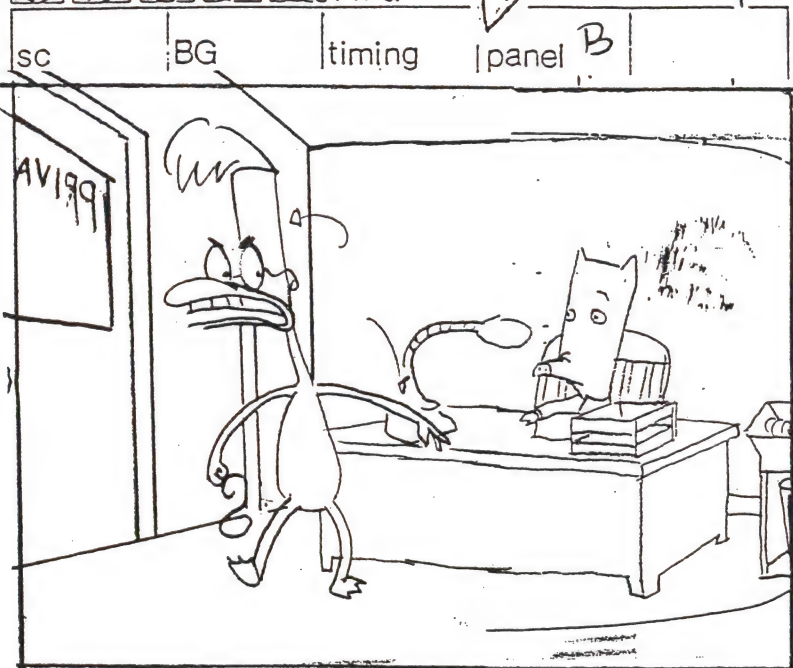
S/A

dialogue

undercover at his art gallery, we'll find the miracle painting...

director's notes

timing



dialogue

DUCKMAN (CONT)
schmiracle, I'll bet

THOSE mindless pod people who believe in

director's
notes

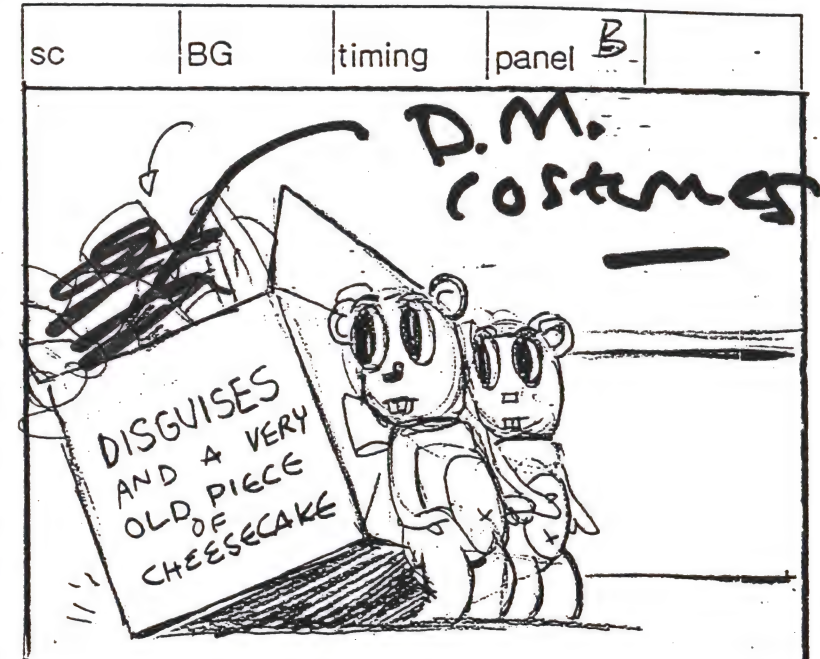
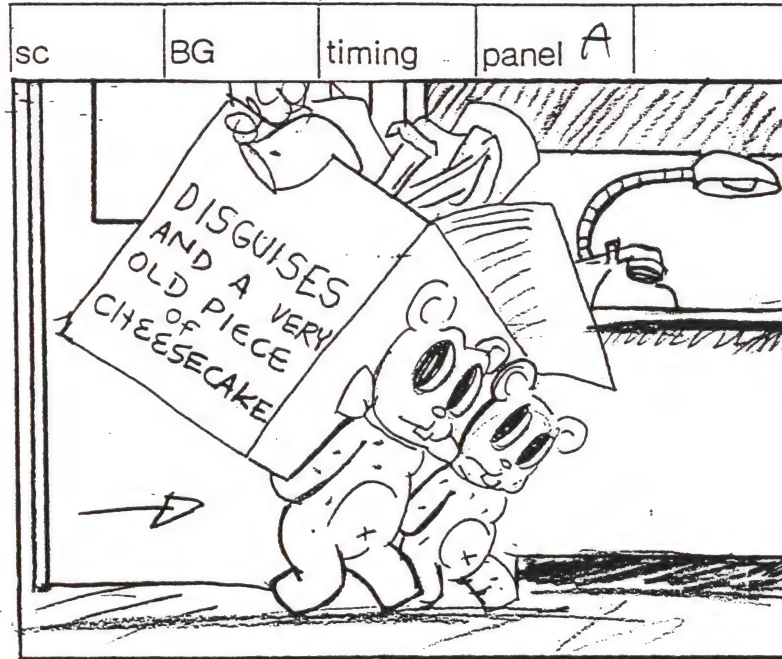
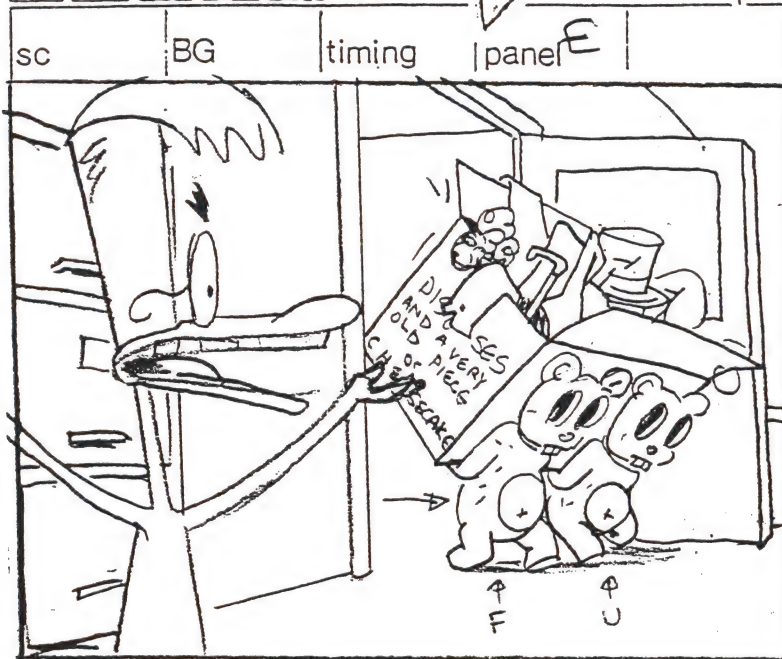
DUCKMAN FINISHES SHOOTING
GESTURE
START PAN W/ DUCKMAN
AS HE STARTS TO
WALK AWAY

PAN CONTINUES

URANUS

PAN CONTINUES

timing



dialogue

DUCKMAN CONT
that thing still wait

up for the tooth fairy..!

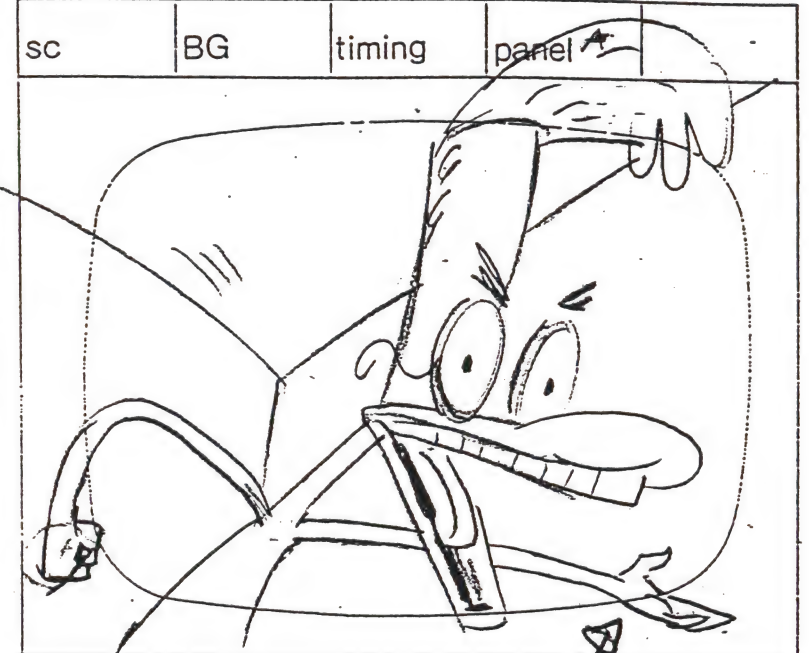
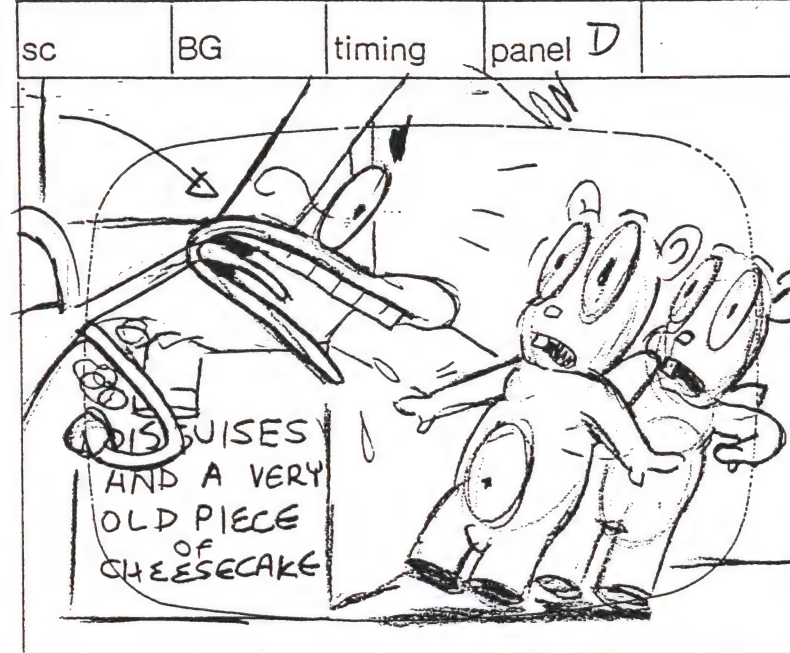
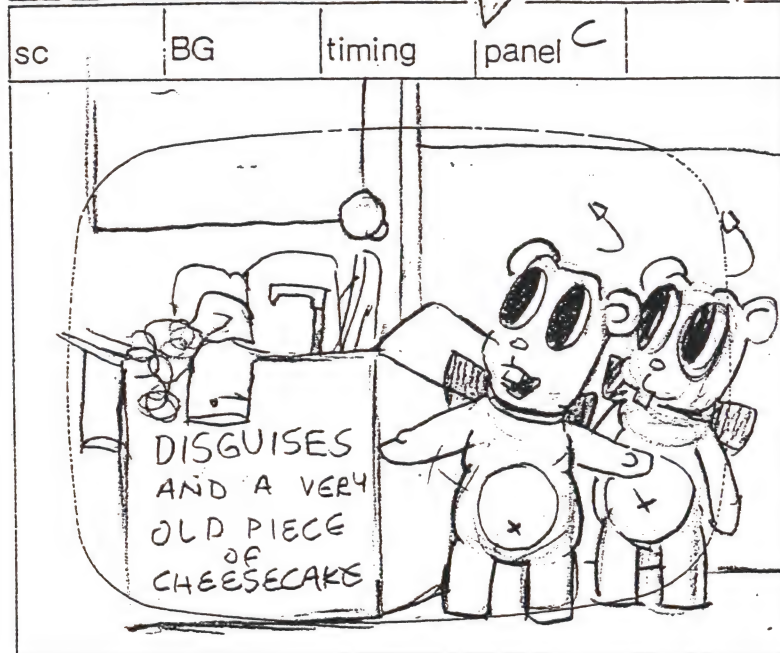
director's notes

END PAN

AV

timing

FLUFFY & URANUS DROP
THE BOX



dialogue

FLUFFY
(innocently)
...Why shouldn't they..?

DUCKMAN
'Cuz he's rotting in a Turkish jail,

will you hurry up with those
disguises,

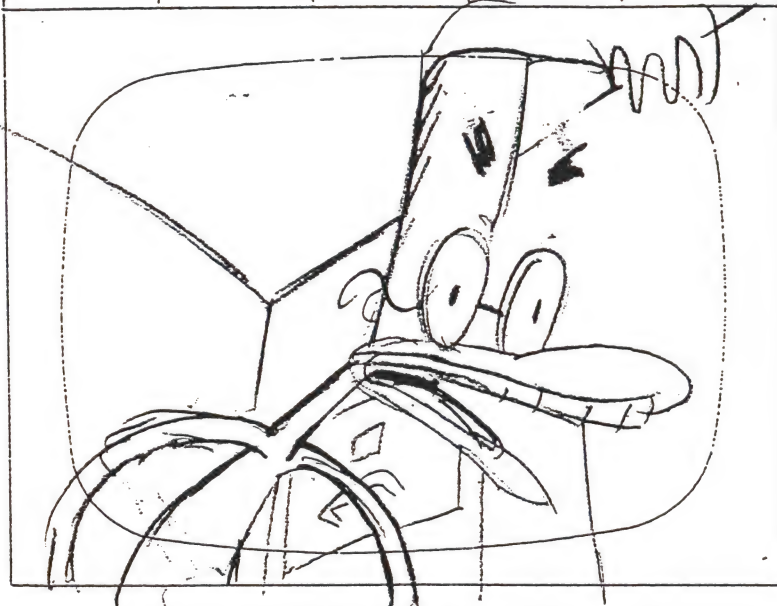
director's
notes

DUCKMAN GESTURES
TOWARDS BOX

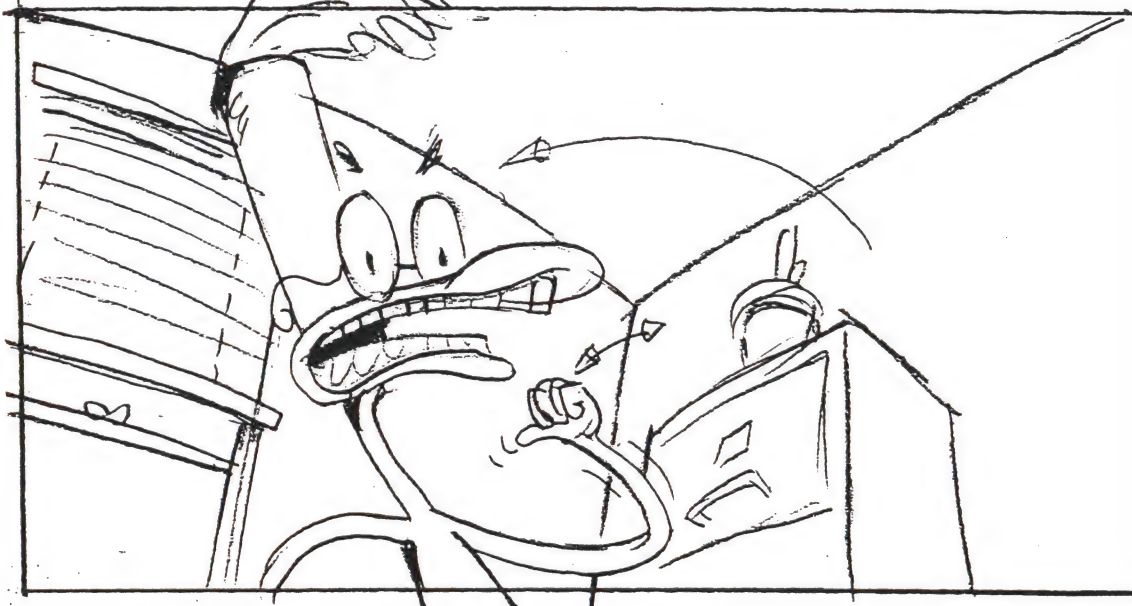
HU →

timing

sc BG timing panel B



sc BG timing panel <



SHORT
← PAN
AS
DUCKMAN
STRAIGHTENS

dialogue

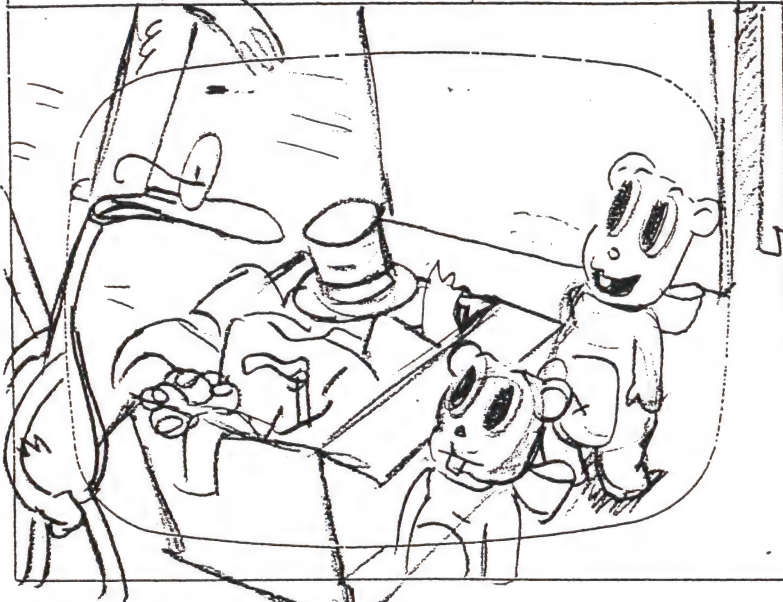
DUCKMAN CONT
four of those mindless pod people

are my family!

director's
notes

timing

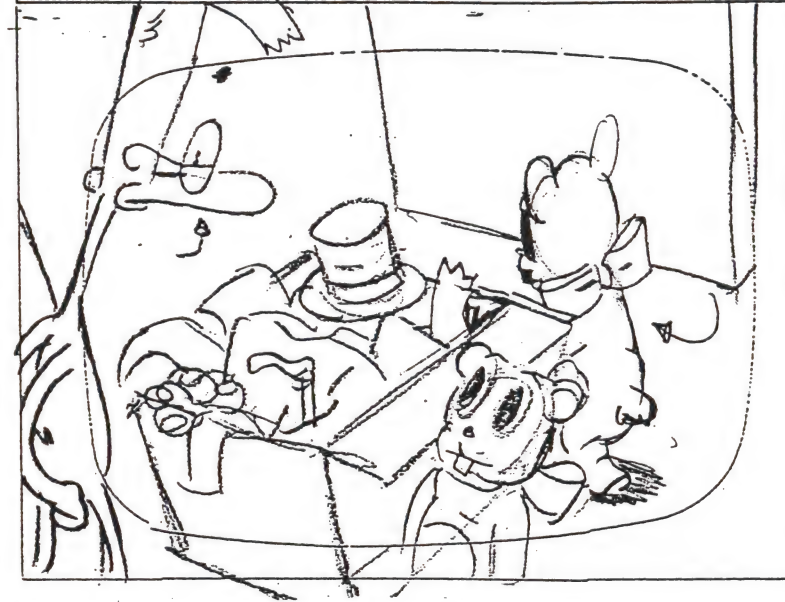
sc BG timing panel A



URANUS

Okay, Mr. Duckman,

sc BG timing panel B

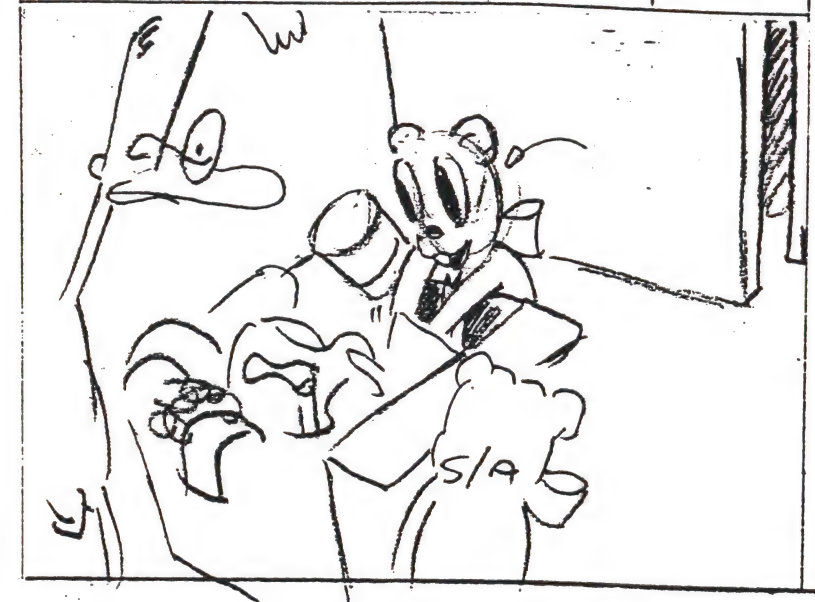


URANUS (CONT)
but may I say I

URANUS TURNS & WALKS TO
BOX EDGE

DUCKMAN'S HEAD TURNS
TO FOLLOW URANUS

sc BG timing panel C



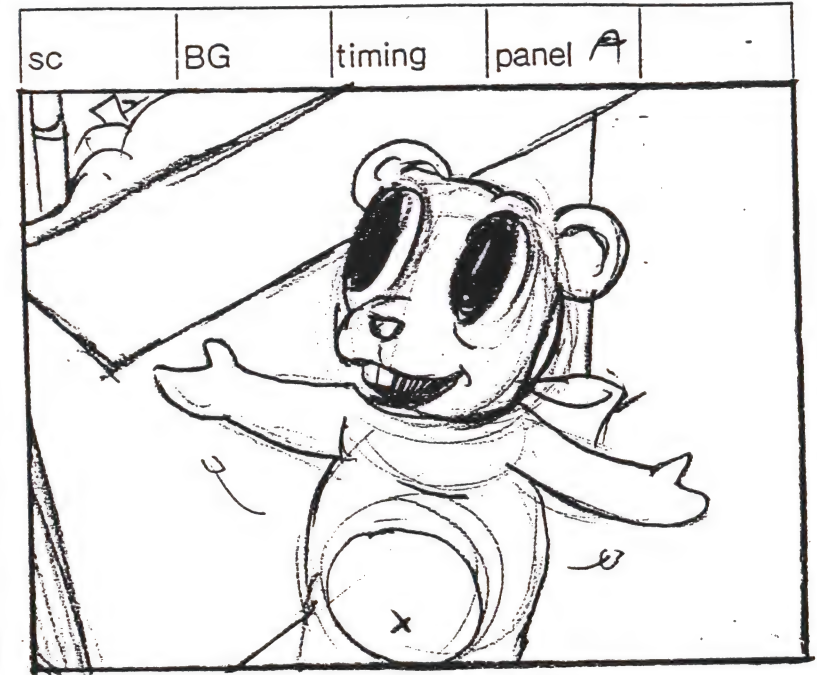
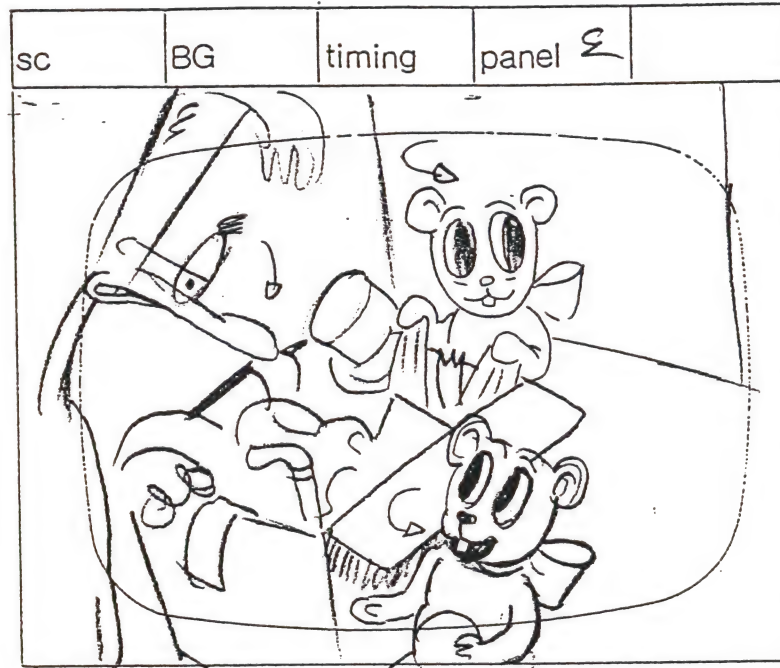
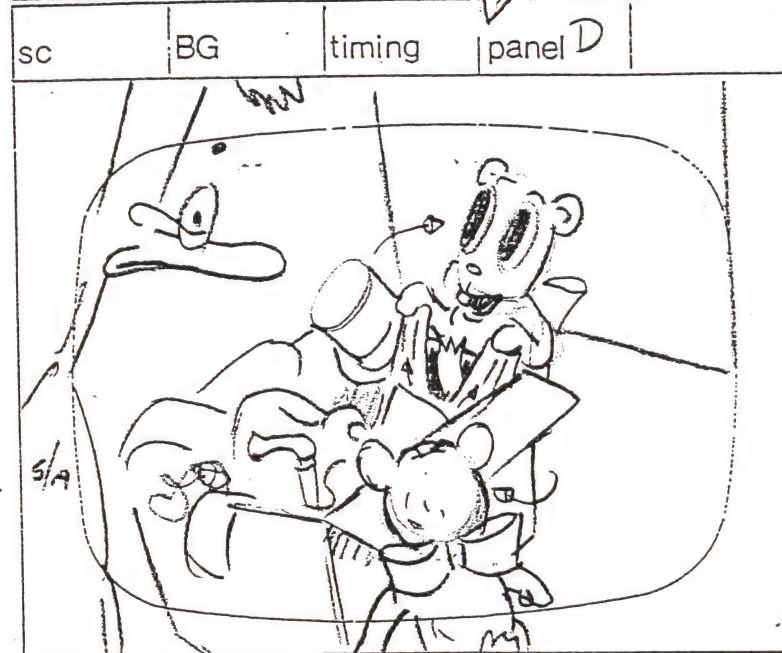
don't think you should just dismiss

& LEANS IN & RUMMAGES
FOR SOMETHING
INSIDE BOX.

dialogue

director's
notes

timing



URANUS (CONT)
the notions of miracles...

FLUFFY-
...it's a miracle-every time

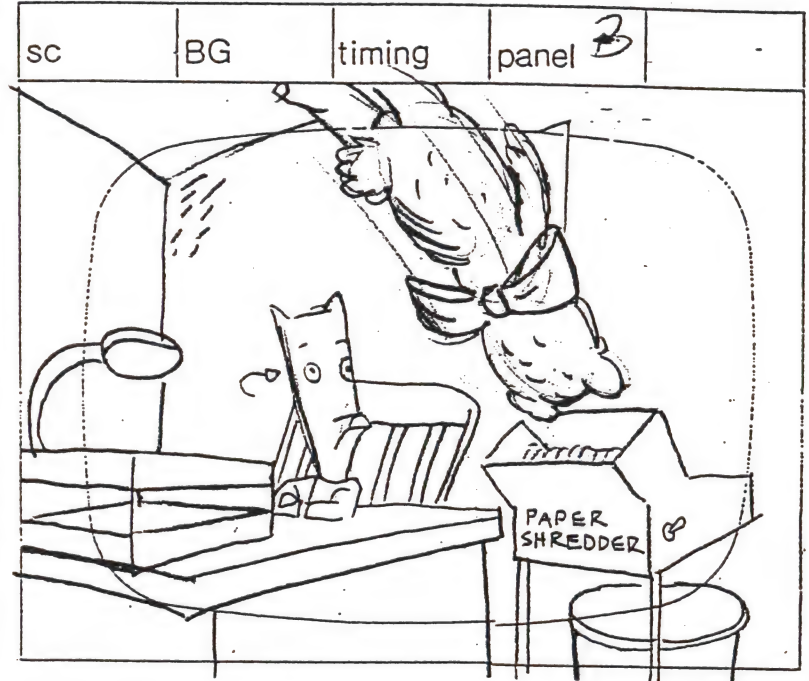
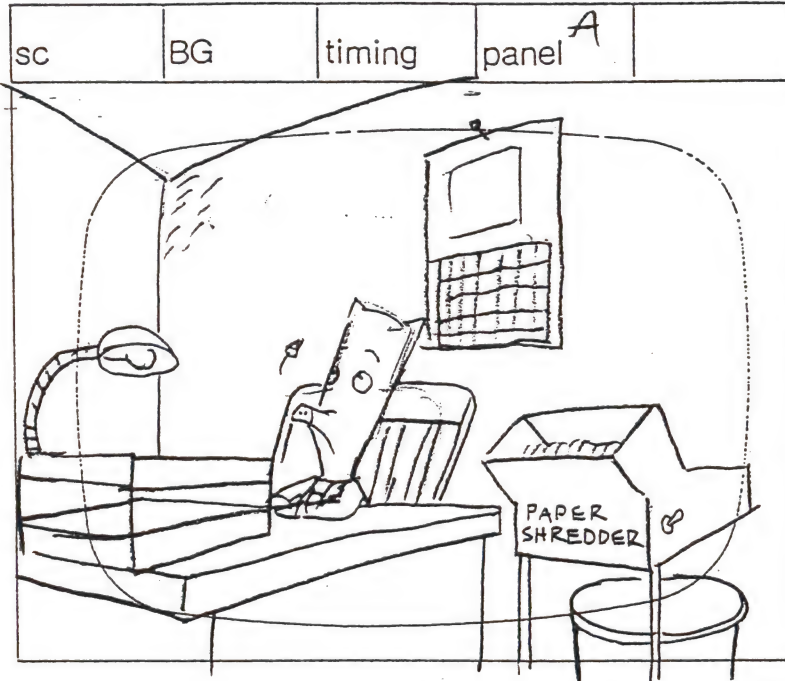
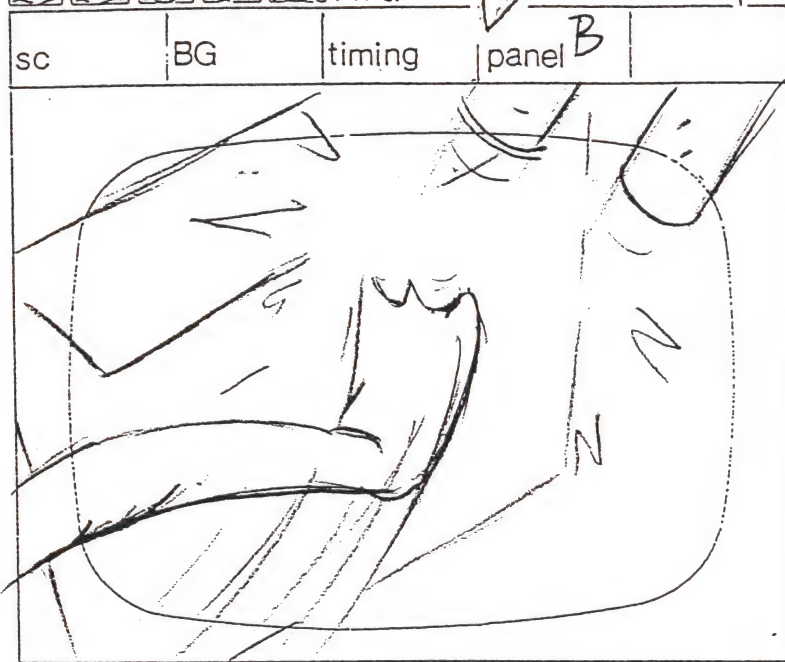
FLUFFY (CONT)
a new leaf grows, every time a newborn
baby cries--

FLUFFY TURNS TO LOOK
@ URANUS

URANUS IS PULLING A
PIECE OF FABRIC OUT.

FLUFFY TURNS TO TALK TO
DUCKMAN. DUCKMAN TURNS
TO LOOK

URANUS TURNS TO LOOK @
FLUFFY



dialogue

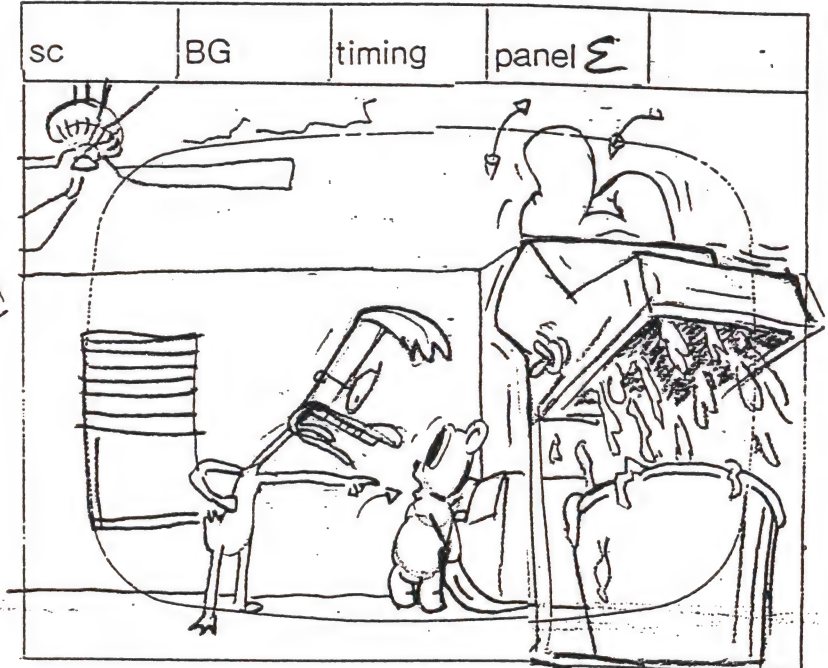
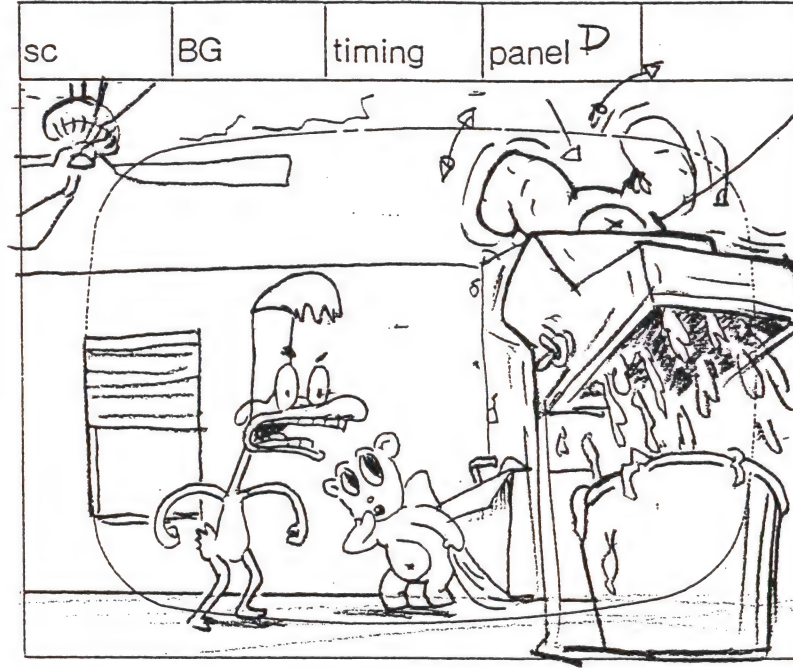
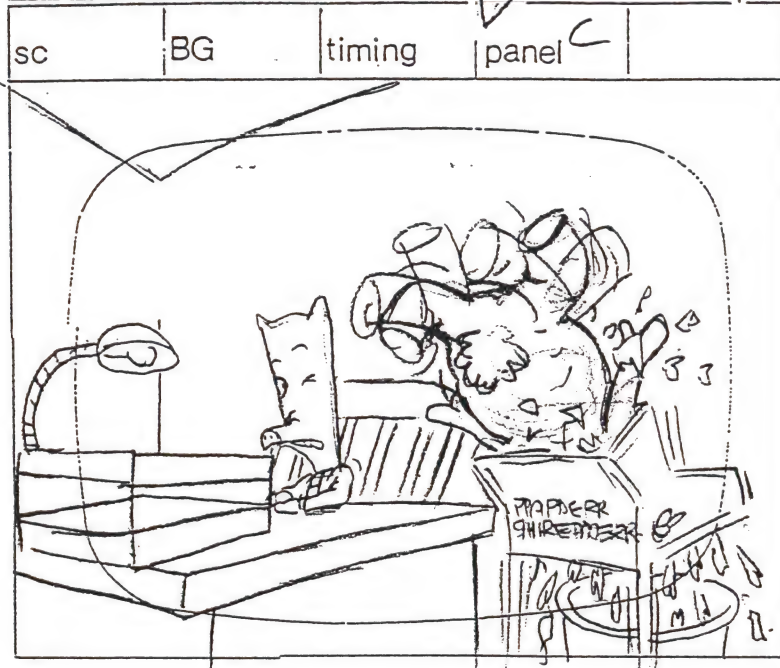
director's
notes

...WHACK! DUCKMAN KICKS FLUFFY

CORNFED FOLLOWS O.S. FLUFFY

WITH HEAD & EYE TURN

timing



dialogue

(VO) DUCKMAN
--every time

DUCKMAN
you shut up 'n do what - I tell ya'....!

DUCKMAN
(turns to Uranus)
Now turn me into one of those art-
world freaks

director's
notes

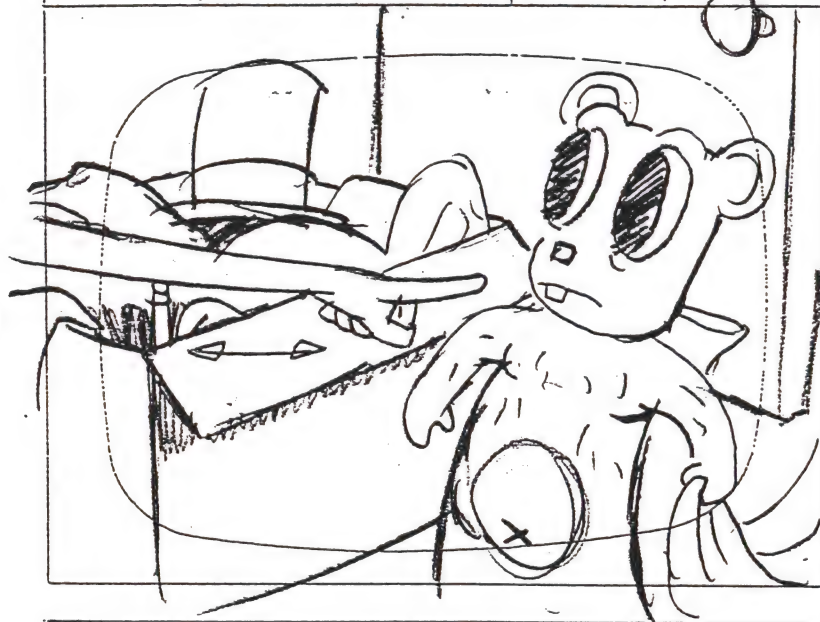
CORN FED WINCES.
SHREDDER VIBRATES AS IT
SPITS OUT PIECES OF
FLUFFY INTO TRASH CAN

FLUFFY SINKS INTO THE
SHREDDER - KICKING AS SHE
GOES

HU

timing

sc BG timing panel A



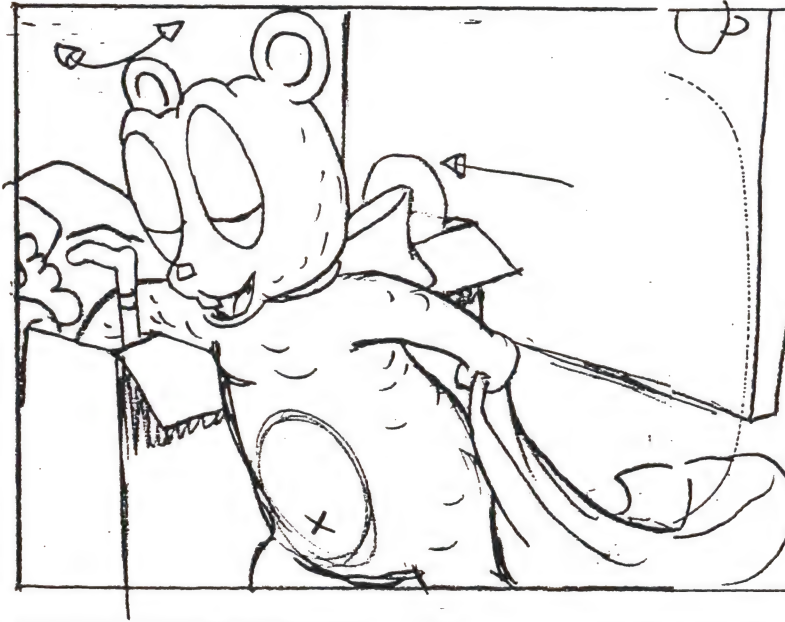
VO DUCKMAN
or you're next!

dialogue

director's notes

timing

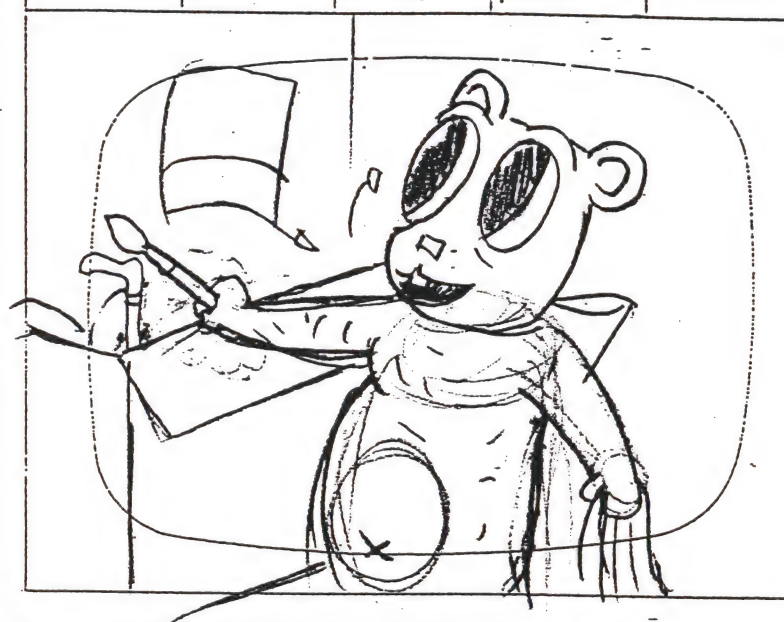
sc BG timing panel B



URANUS
(giggles, shaking head)
When you're

HEAD SHAKE AS SHE
REACHES INTO BOX

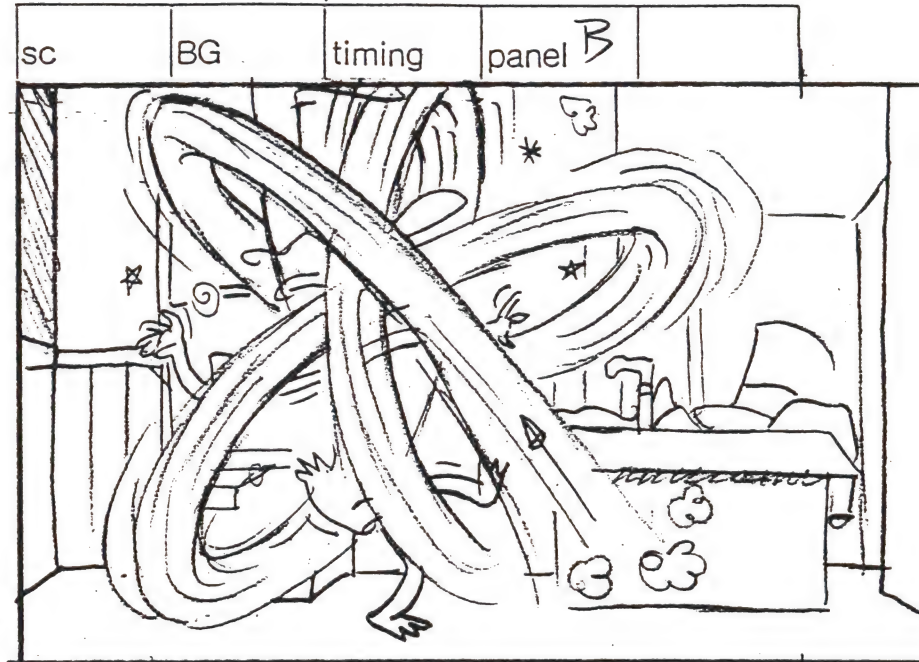
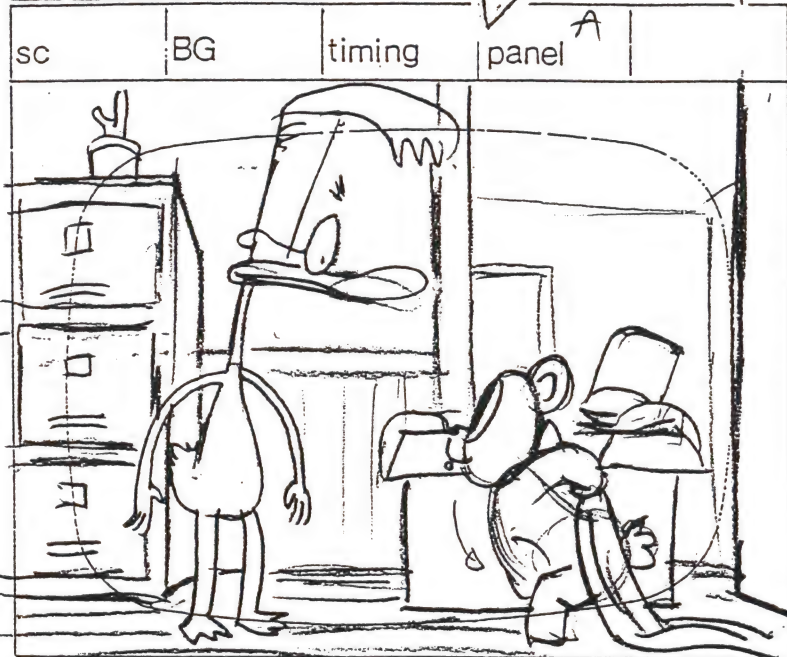
sc BG timing panel C



URANUS CONT
in a hurry...

STARTS PULLING OUT
A PAINTBRUSH

(AU) →



←
SHORT PAN
TO
CENTER
DUCK'MAN

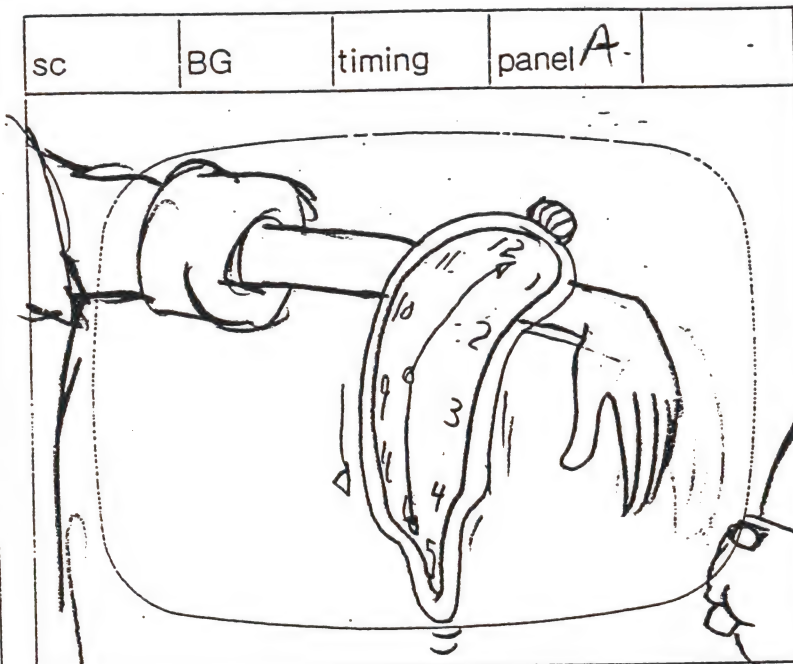
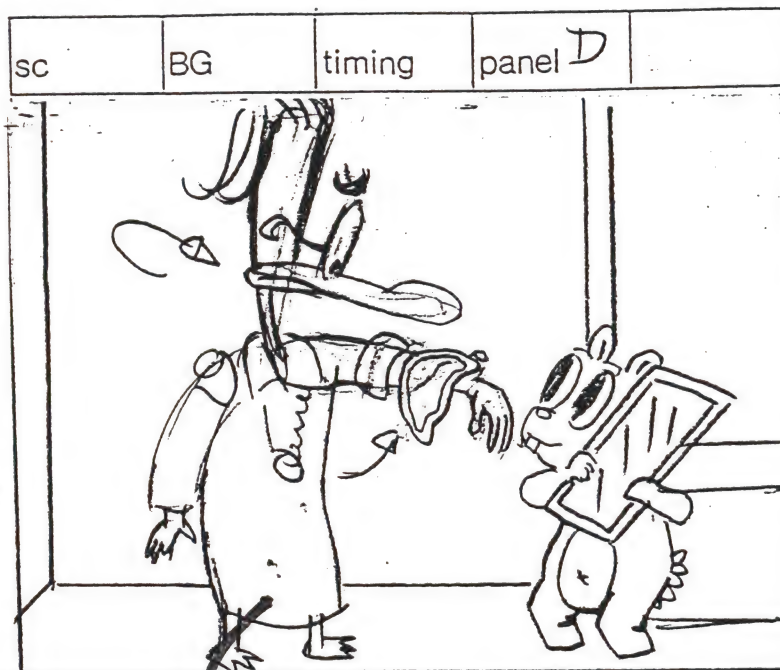
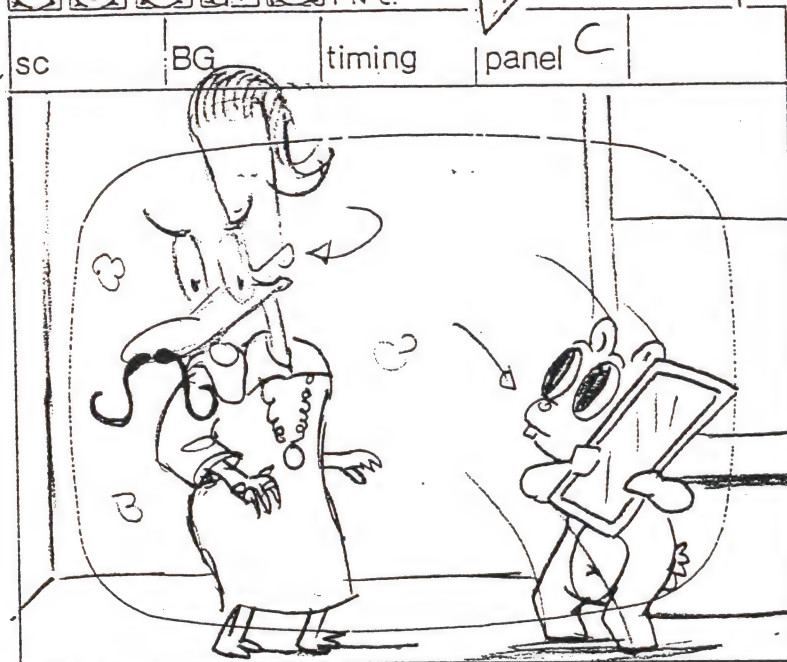
dialogue

director's
notes

ANTIC-URANUS SQUATS BEFORE
LEAPING UP

URANUS SPINS AROUND
DUCKMAN IN A WHIRLWIND
DUCKMAN WOBLES AROUND
INSIDE

timing



dialogue

director's
notes

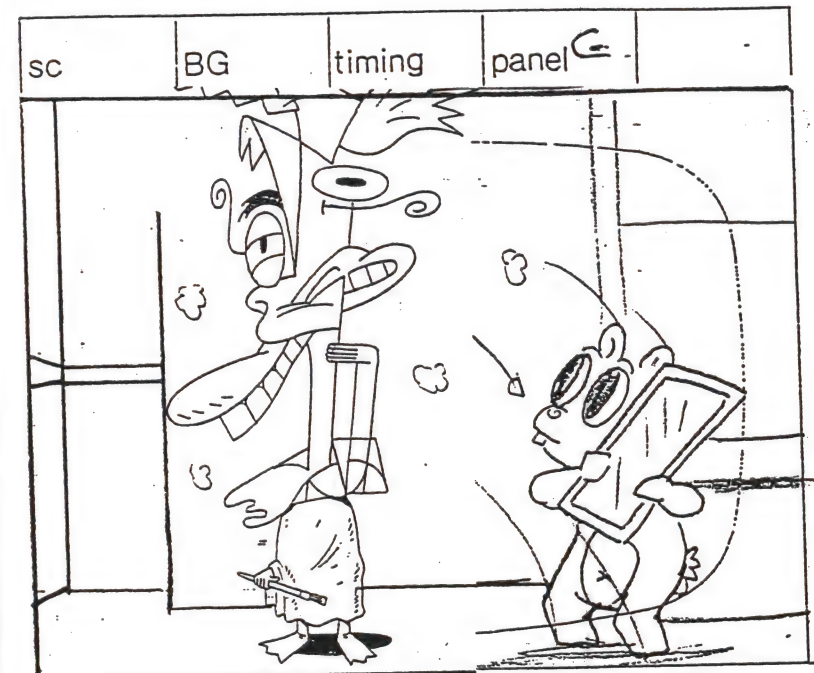
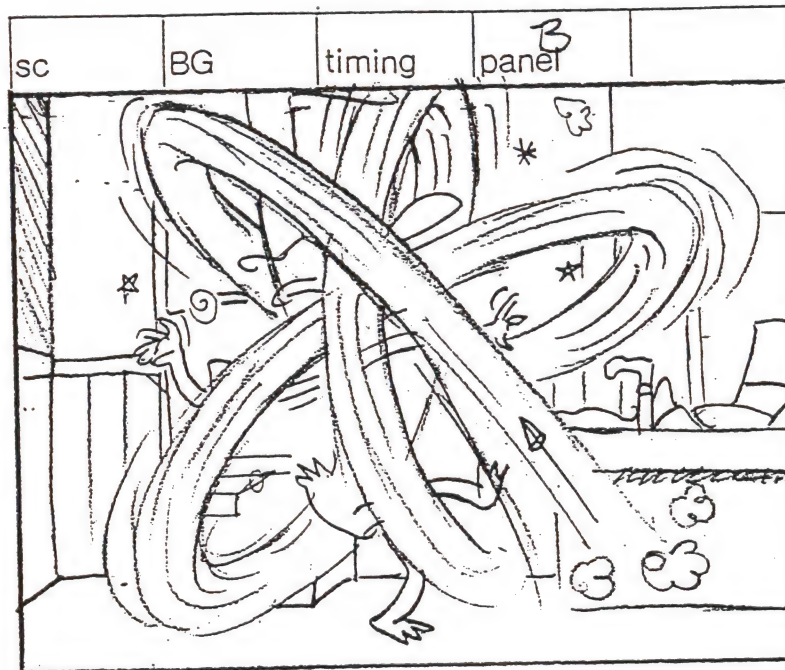
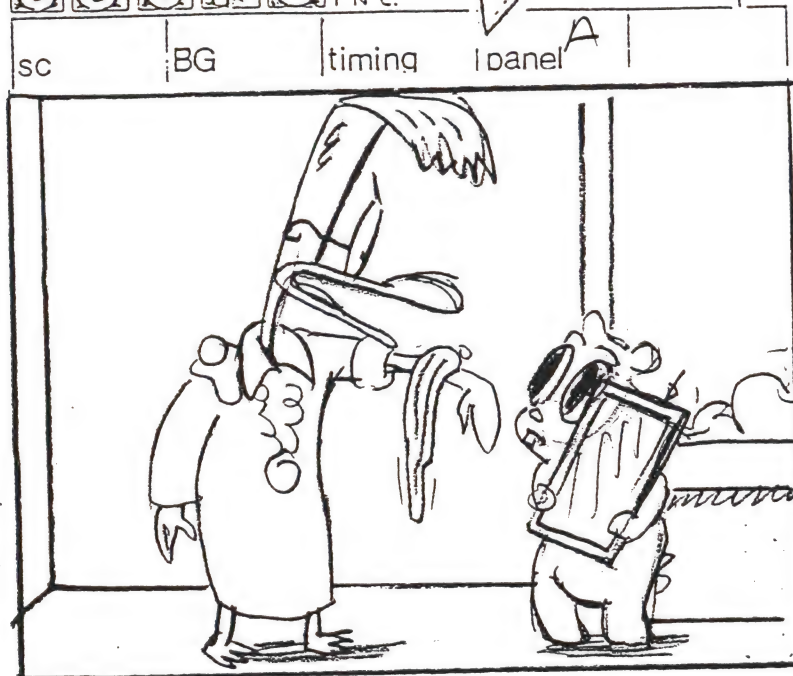
timing

seedesign

HU →

HU →

...Uranus is all-over him like a MINI-TORNADO with cosmetics and clothes flying everywhere. The smoke clears and we SEE the Duckman version of SALVADOR DALI -- pencil moustache and surreal features, HIS WATCH SLOWLY DRIPPING OFF HIS ARM...



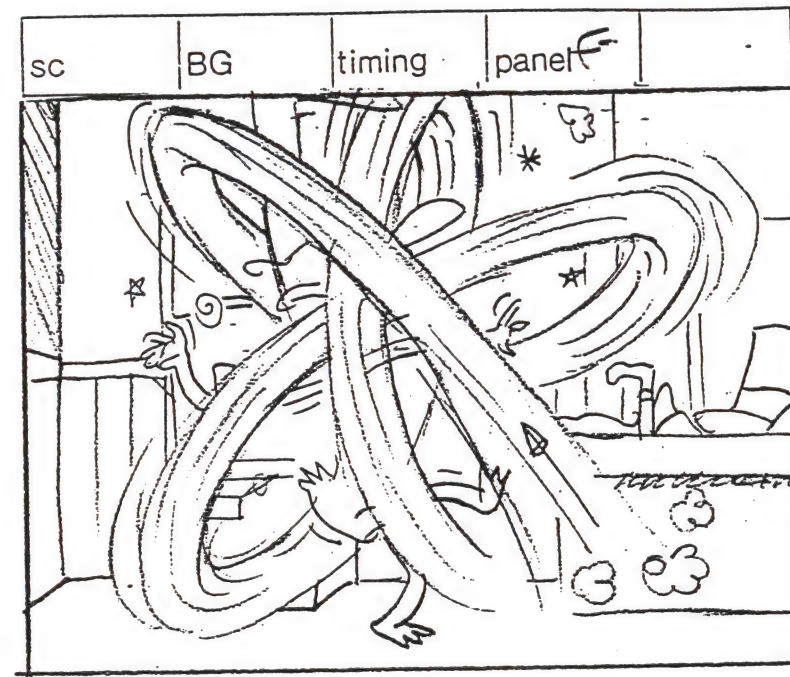
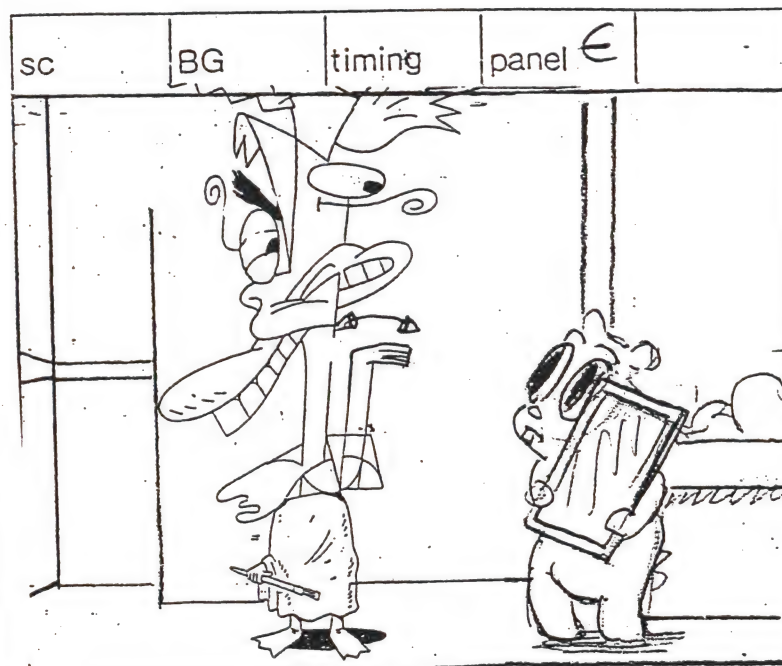
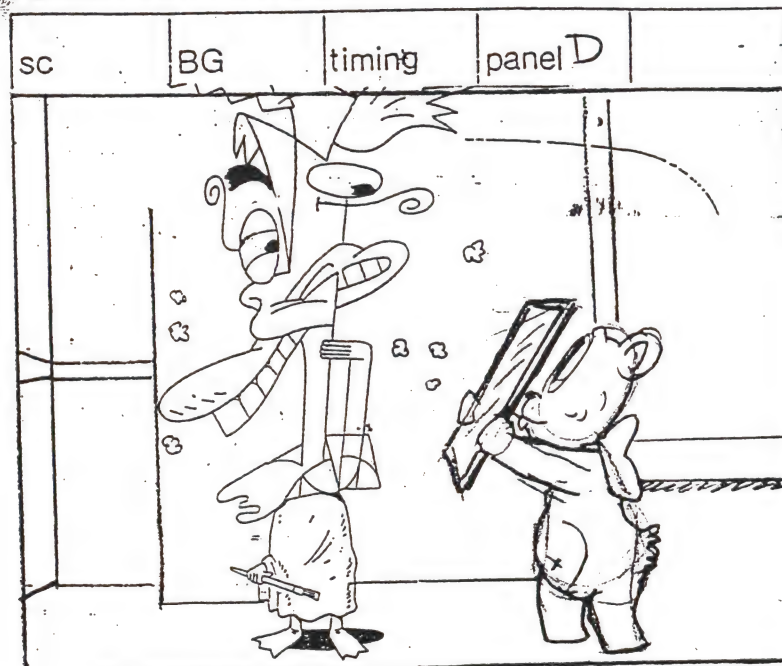
dialogue

DUCKMAN
NOPE.

director's
notes

...another WHIRLWIND OF ACTIVITY, ending with the PICASSO version of Duckman -- several noses, extra eyes, ears on his forehead. Uranus holds up a mirror for his inspection...

timing

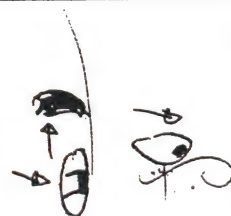


dialogue

Uh, uh...

DUCKMAN

director's notes



DUCKMAN'S
EYEBROW RAISES
& HIS EYES LOOK
@ MIRROR

THROW IN A COUPLE OF
BLINKS

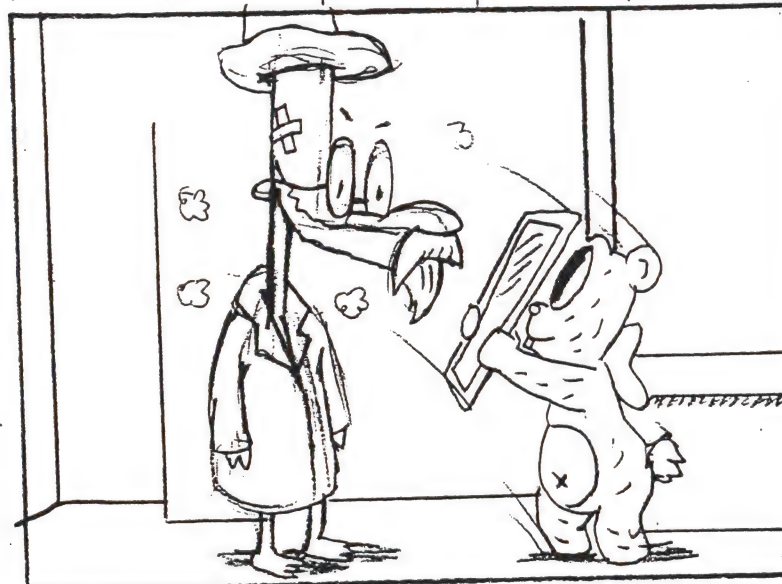
EYEBROW GETS ANGRY



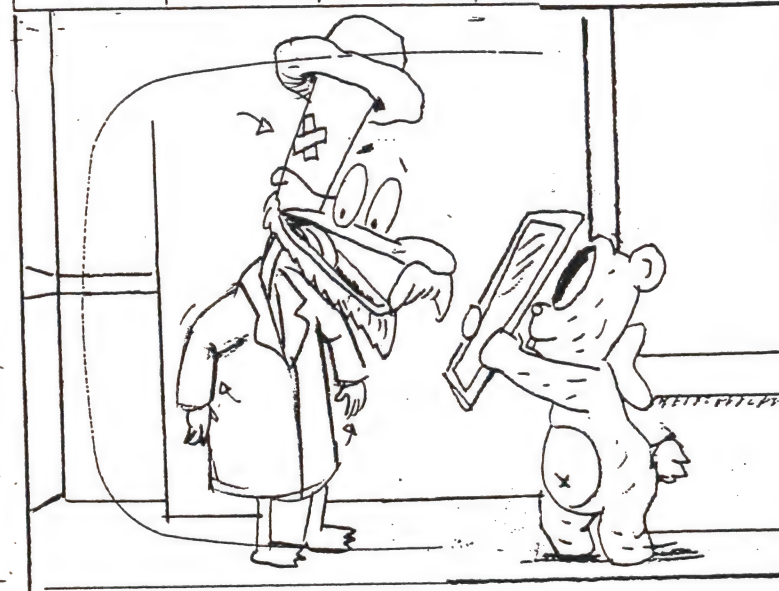
HAND WAGS
BACK & FORTH
"UH" - "UH"
STIFFLY

timing

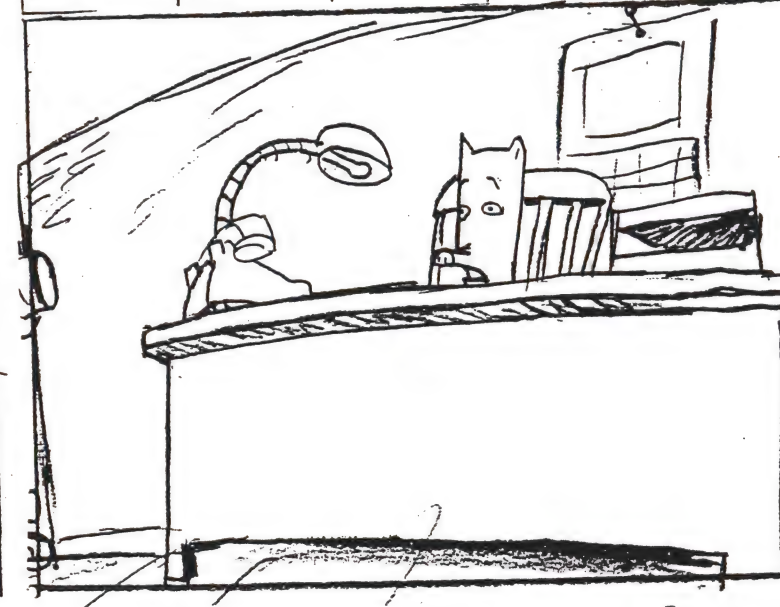
sc BG timing panel 6



sc BG timing panel 4



sc BG timing panel 4



dialogue

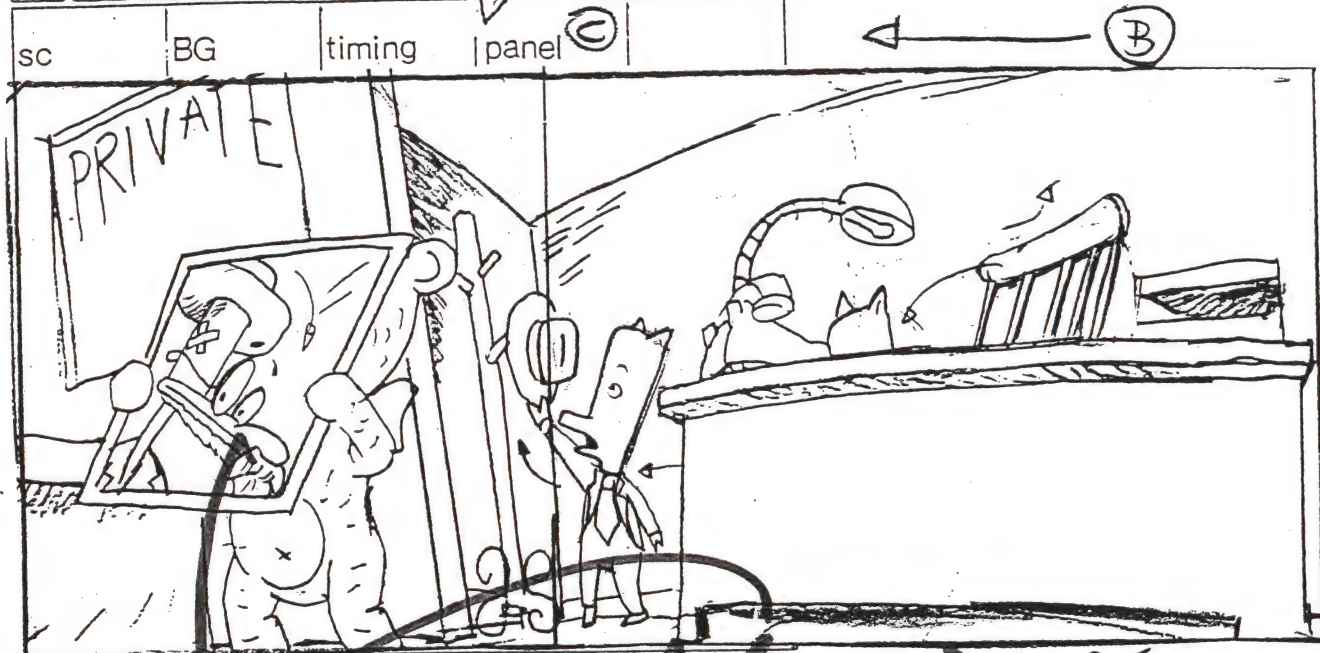
director's
notes

timing

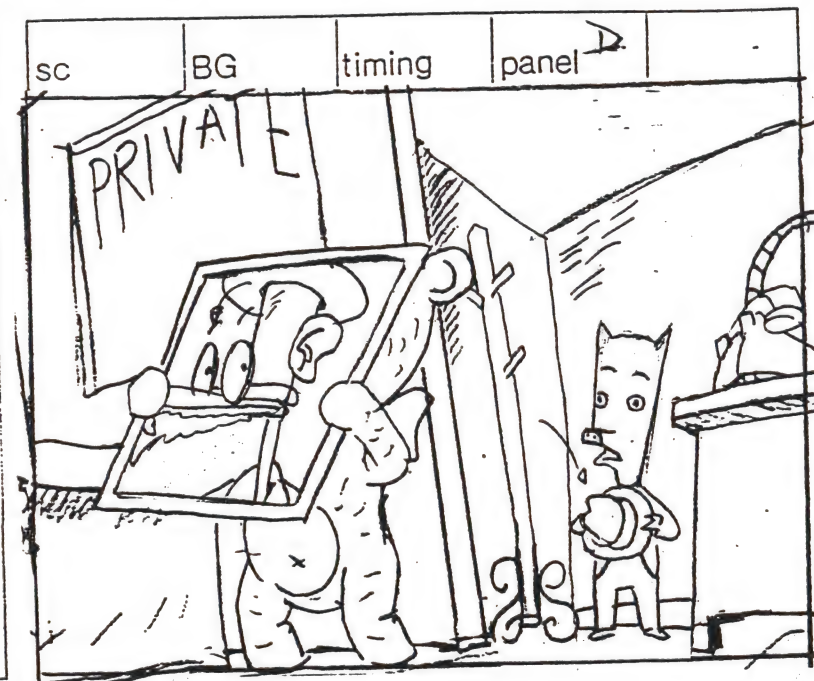
DUCKMAN
Who's this supposed to be?

CORNFED
I'm guessing, but I

DUCKMAN LOOKS DOWN
@ HIS COSTUME, RAISING
HIS ARMS SLIGHTLY



SHORT
PAN
W/
CORN FED



STOP

START

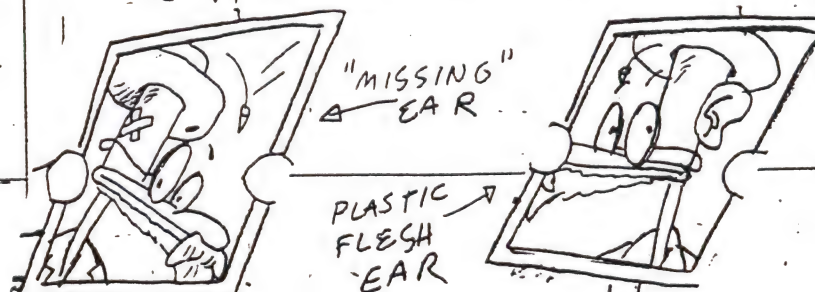
CORN FED (CONT)

think it's a highly misunderstood painter who's

Keylighter

CORN FED
RISES
ONTO
TOE
TO
REACH
HAT

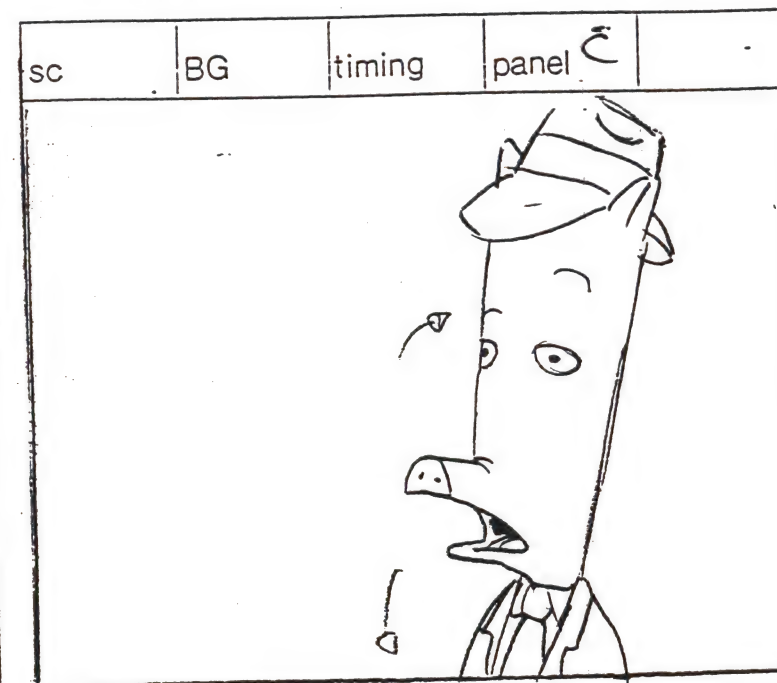
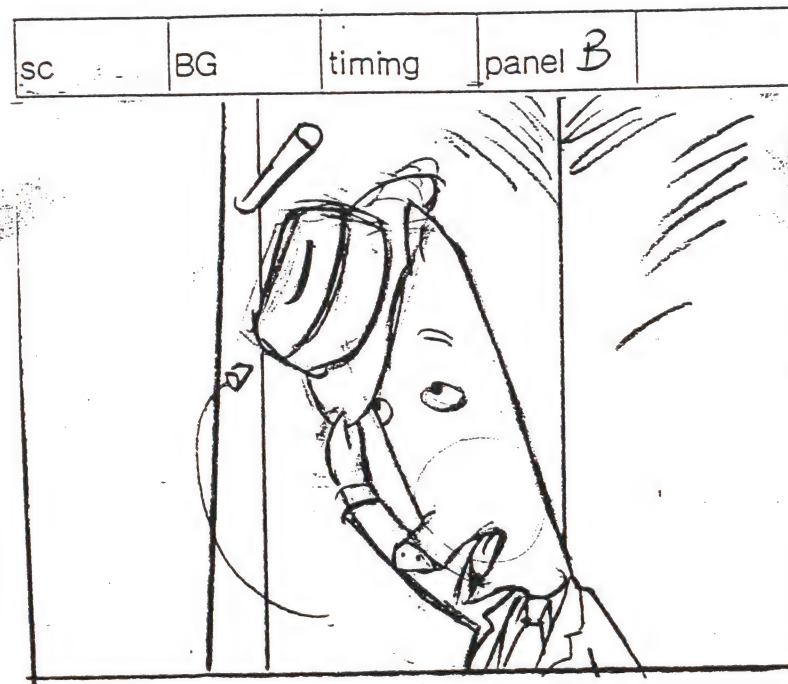
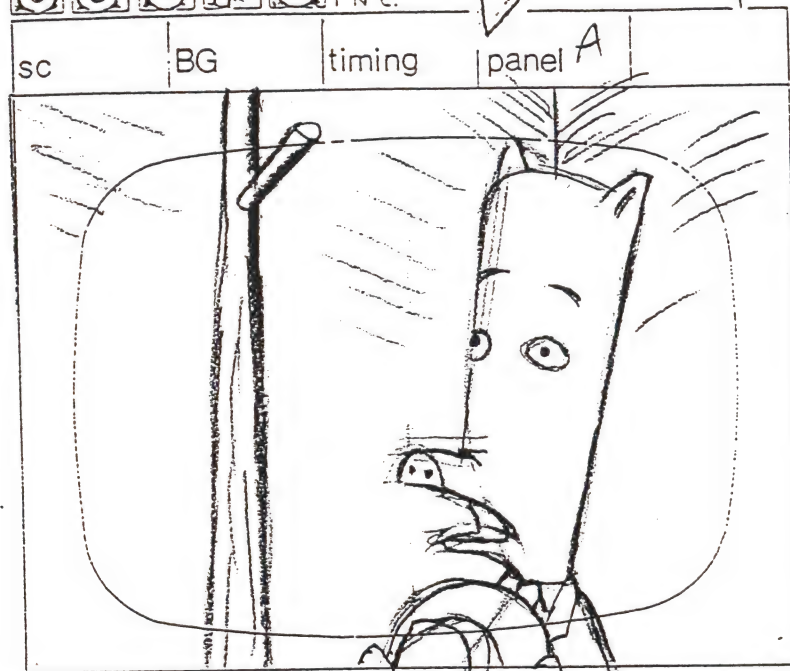
① CORNFED HOPS OUT OF DESK
CHAIR & CROSSES TO HAT RACK
SHORT PAN W/HIM TO REVEAL
IMAGE OF DUCKMAN IN
MIRROR. HE TURNS HIS HEAD
TO ADMIRE HIS DISGUISE



CORN FED (CONT)

rhythmic linear brushstrokes were an
arrogant break from the Old Masters...

Show _____ Title _____



dialogue

CORNFED (CONT)
and who was so desperate for a
unique artistic identity he was

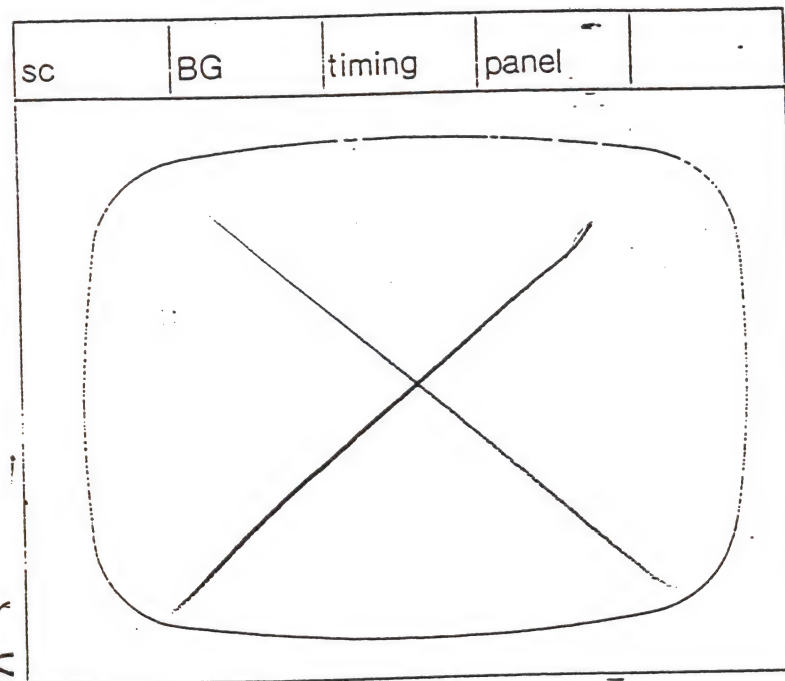
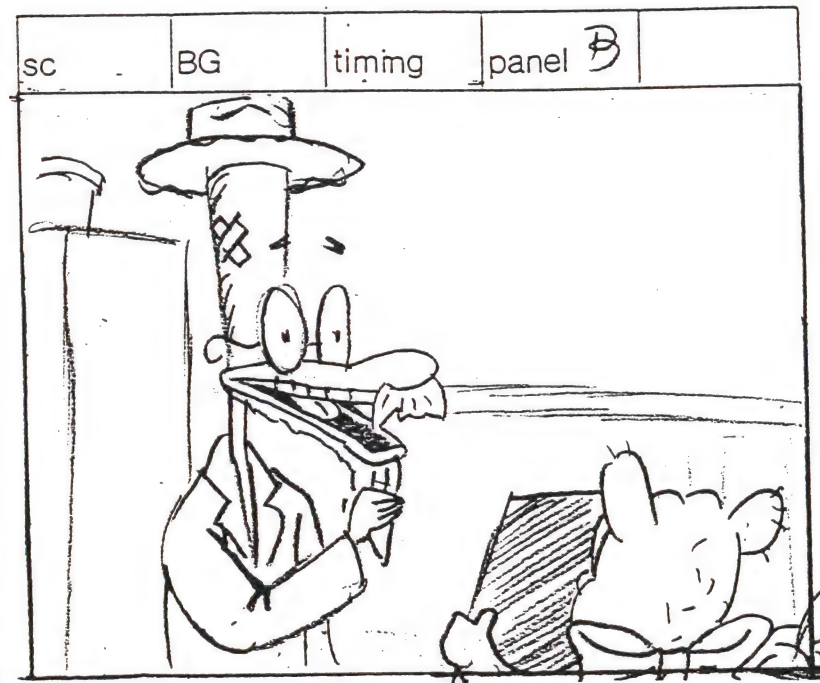
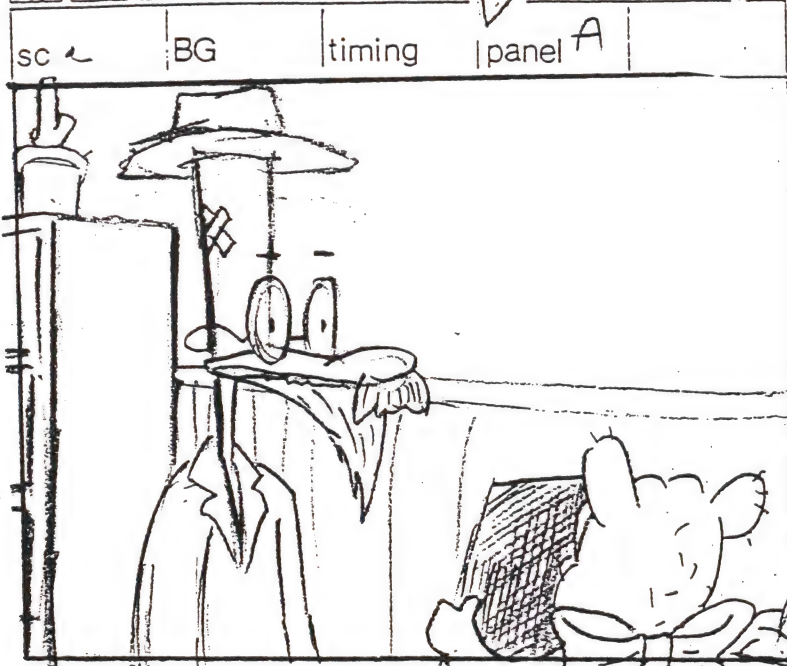
trapped in a hellish downward spiral

of hostility, madness, and self-
mutilation.

director's
notes

timing

Show _____ Title _____

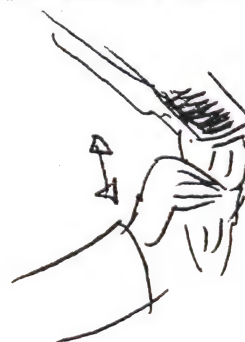


dialogue

DUCKMAN
(looks in the mirror)
The beard's cool...let's do it.

director's
notes

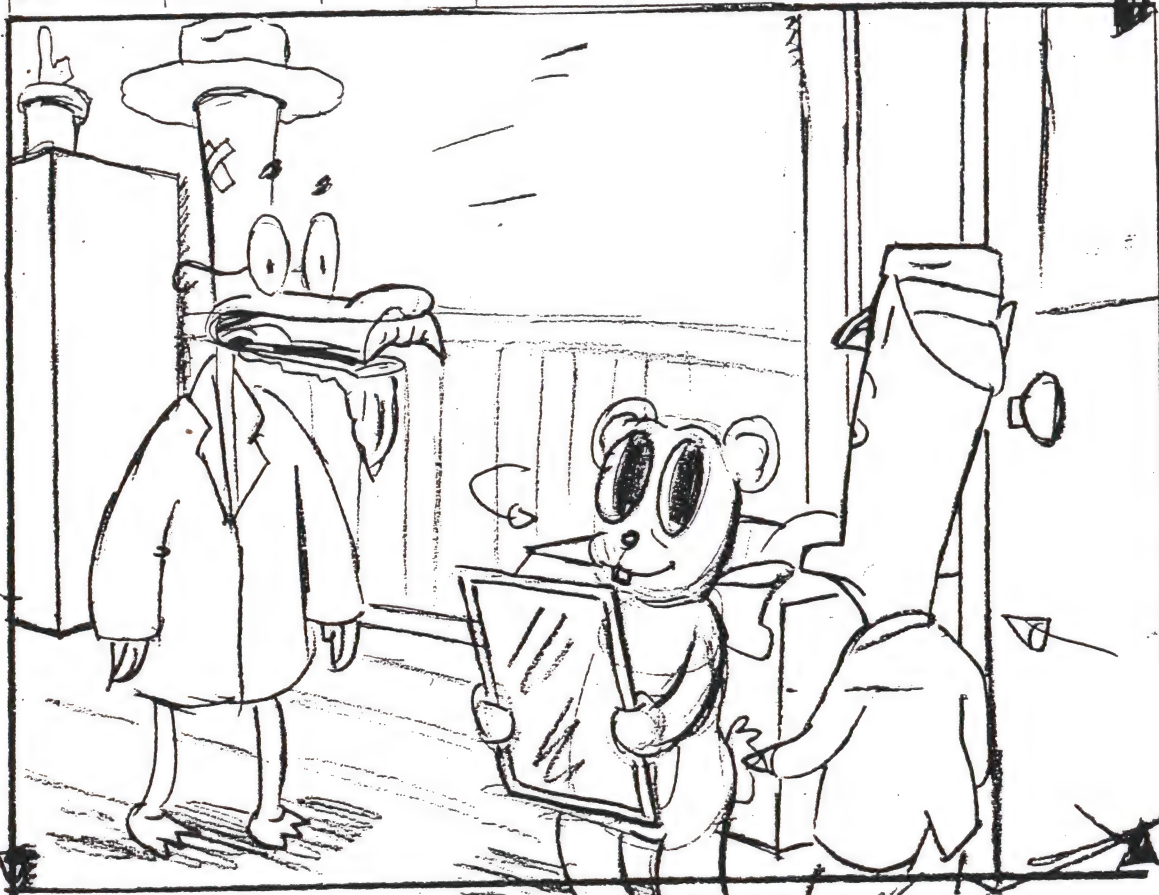
EYE BLINK



DUCKMAN
STROKES
BEARD

timing

sc BG timing panel 2



dialog

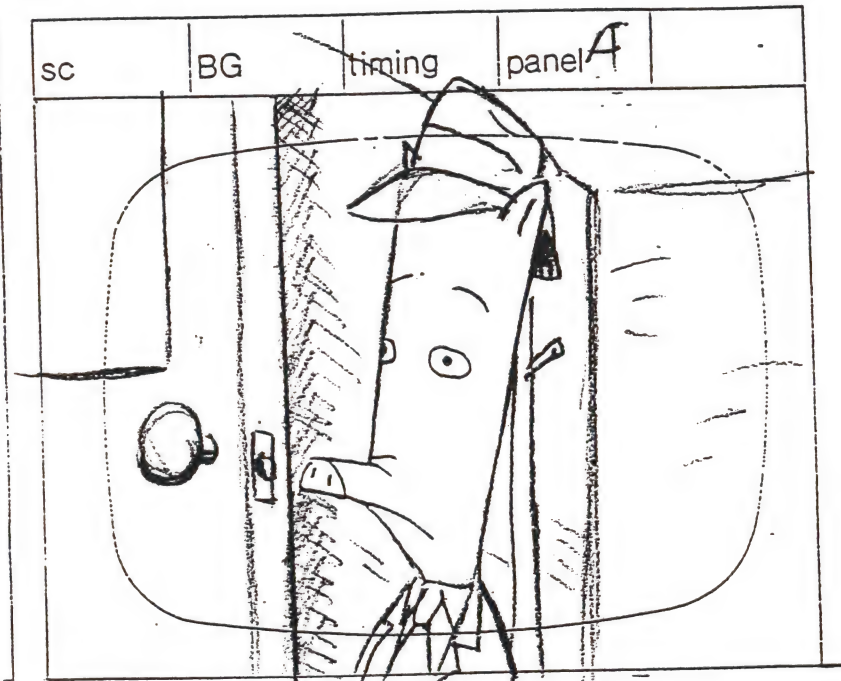
direct
not

DUCKMAN (CONT)

(to Cornfed)
What about your disguise?

timing

TRUCK
OUT
AS
CORN FED
STEPS
IN



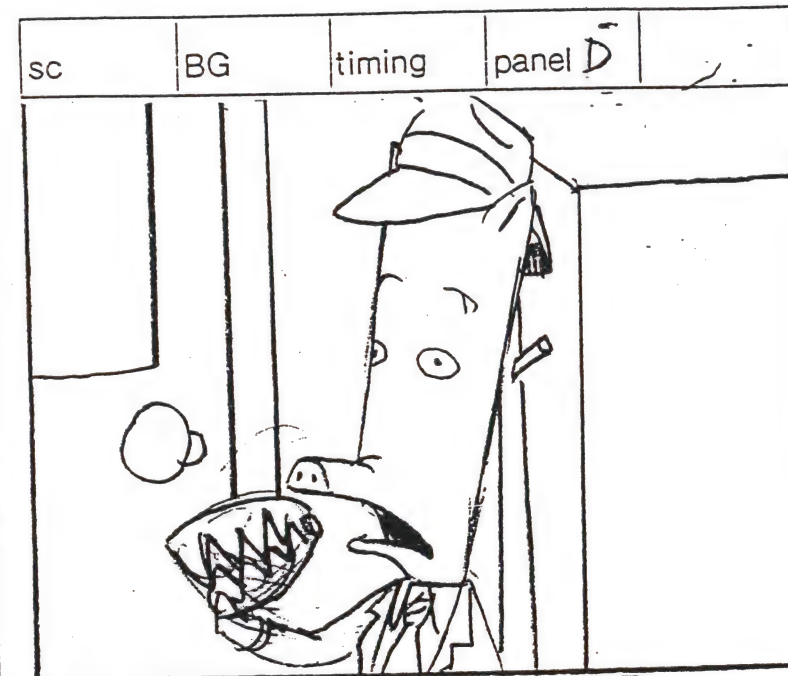
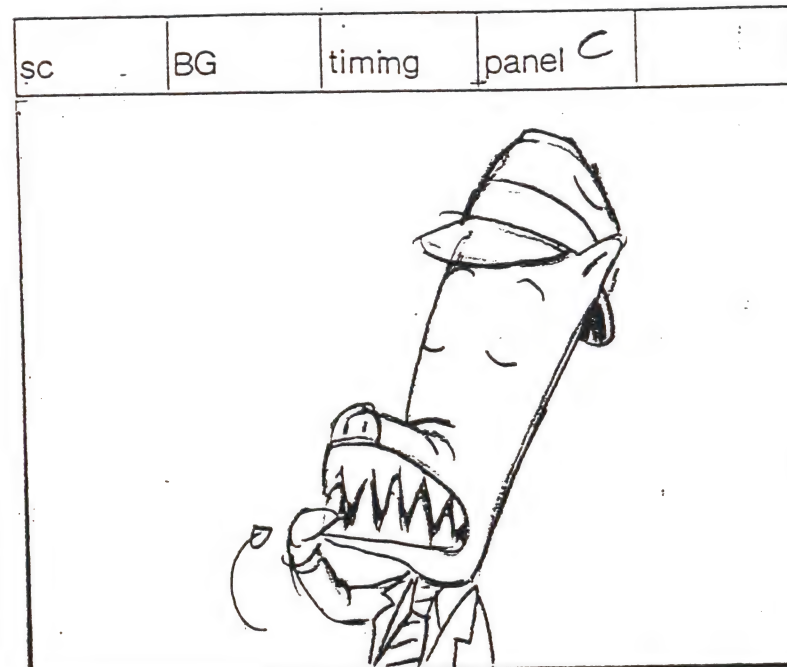
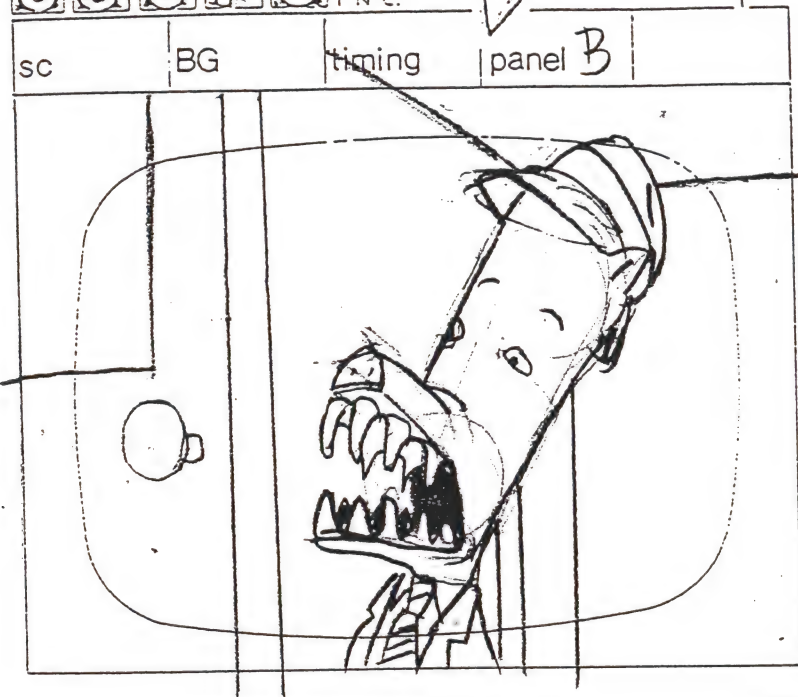
sc

BG

timing

panel A

Show _____ Title _____



dialogue

Yow!

(VO) DUCKMAN
Who're you supposed to be?

director's
notes

...Cornfed opens his mouth baring a SET OF WEREWOLF FANGS
TWICE THE SIZE OF HIS HEAD, startling Duckman, then...

CORNFED PULLS TEETH
OUT TO TALK.

Your agent.

CORNFED

timing

sc	BG	timing	panel	
----	----	--------	-------	--

sc_	BG	timing	panel	
-----	----	--------	-------	--

sc	BG	timing	panel:	
----	----	--------	--------	--



EXT: DUCHAMP
GALLERY EVENING.
OPEN ON EX-LARGE
NEON SIGN, DIAG PAN
DOWN AS WE HEAR CAR
DOORS OPENING
AND CLOSING.
DUCKMAN ENTERS IN
CAB ATTENDANT
OPENS DOOR.
DUCK & CORNFED
ENTER INTO SC
HEADING TO GALLERY
ENTRANCE.

2 versions
off + on!

Metal
/ Bark: tin

INSIDE DICKMAN'S CAR
AND STOP.

sc	BG	timing	panel

sc	cont	BG	timing	panel
----	------	----	--------	-------

DUCK (GOTIT)
 KINKLE, CORNY... KEEP
 YOUR EYE OUT FOR WILLIAM,
 AND REMEMBER,

STAY IN CHARACTER..

~~REVERSE ANGLE~~

Hikey Day

BOTH WALK INTO GALLERY.

timing

sc	BG	timing	panel
----	----	--------	-------

sc	BG	timing	panel
----	----	--------	-------

sc	BG	timing	panel
----	----	--------	-------

PAN WITH 4

5



(WALKING THROUGH, LOUDLY) PEOPLE ABOUT LOOKING AT ART.

DUCKMAN

MMMM. BOY! JUST SMELL THAT ART!

YESSIRRE. THIS IS JUST THE BREAK I NEEDED

BACKPAINT IS
DO NOT NEED TO BE CLOSE TO
TO WALL

sc	CONT	BG	timing	panel
----	------	----	--------	-------

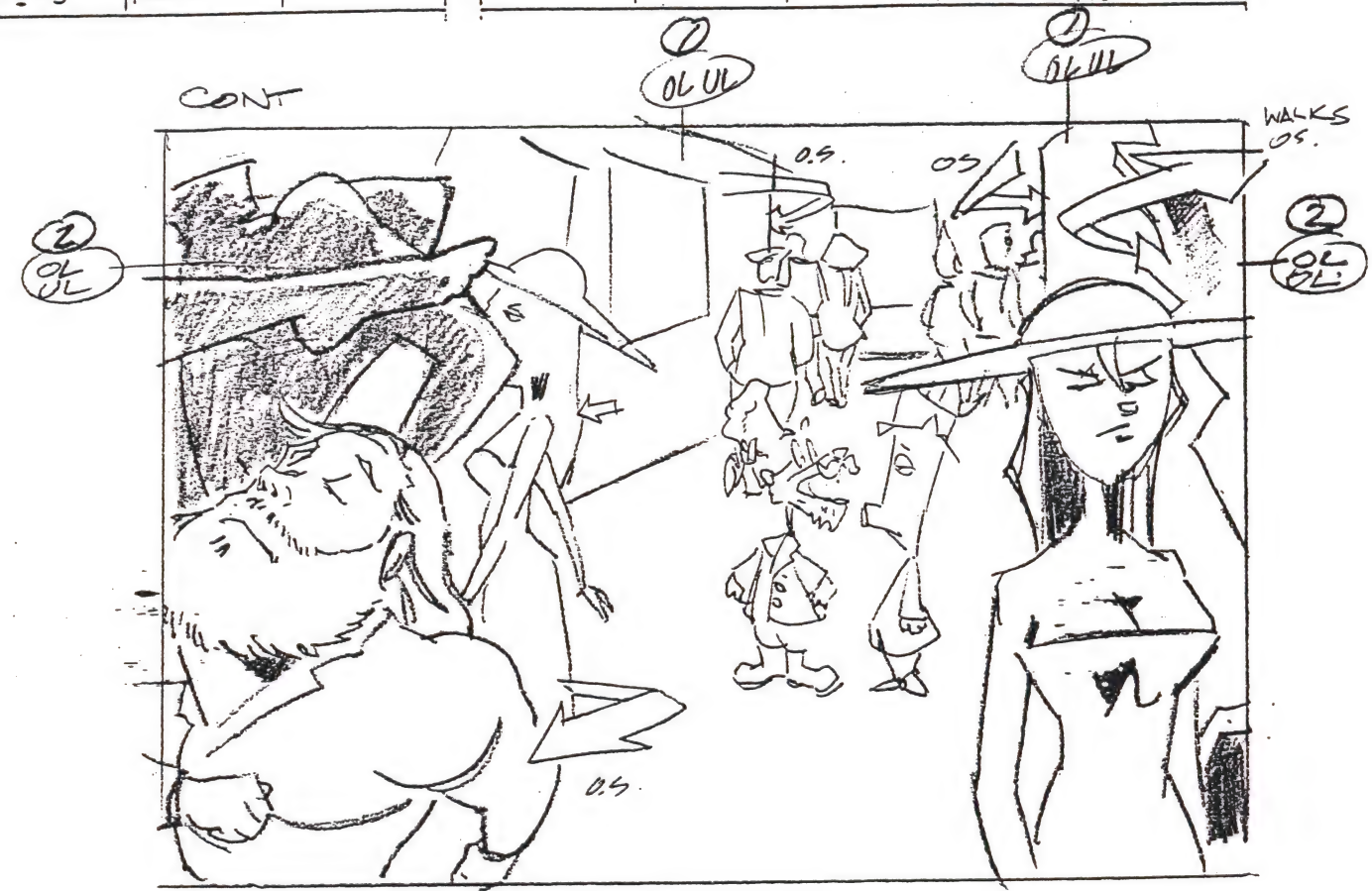
sc	BG	timing	panel
----	----	--------	-------

sc	CONT	BG	timing	panel
----	------	----	--------	-------



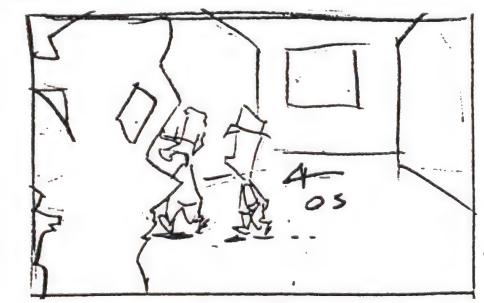
PEOPLE REACT

DUCK (CONT)
AFTER A LONG DAY OF
MAKING ART AND BEING
INSANE!



PEOPLE EXIT SC.

CONT



DUCK & CORN EXIT

DUCK (TO CORNFED)
THE DISGUISE IS WORKING
CORNFED.

sc	BG	timing	panel
----	----	--------	-------

sc	BG	timing	panel
----	----	--------	-------

sc	BG	timing	panel
----	----	--------	-------

STOP

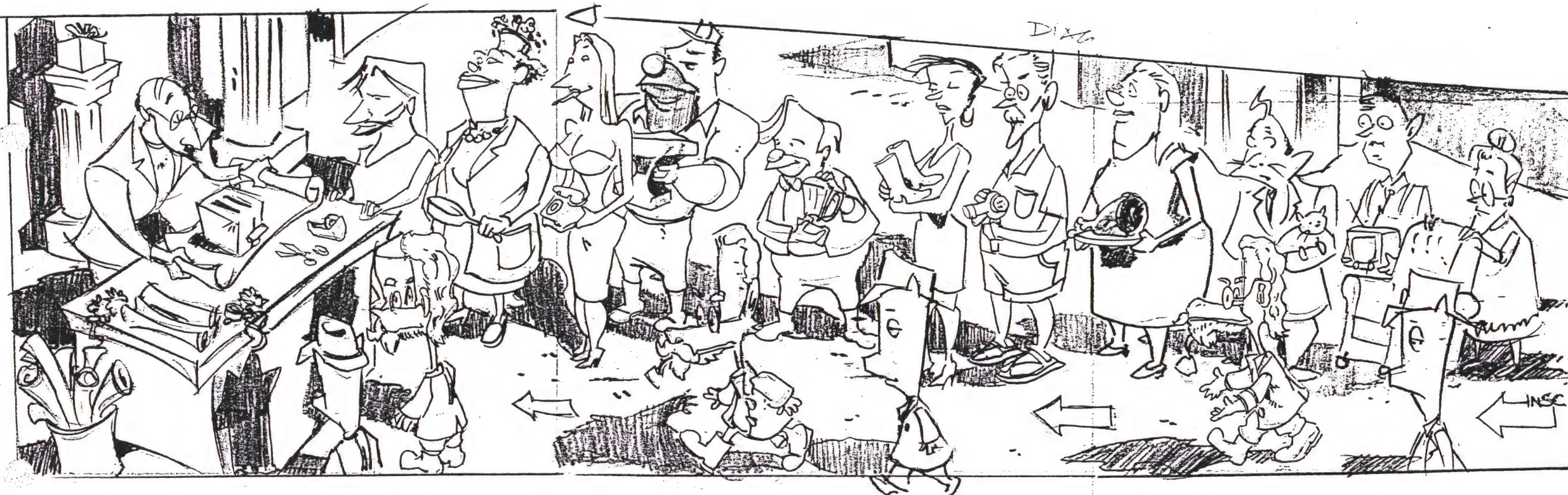
3

1

2

4

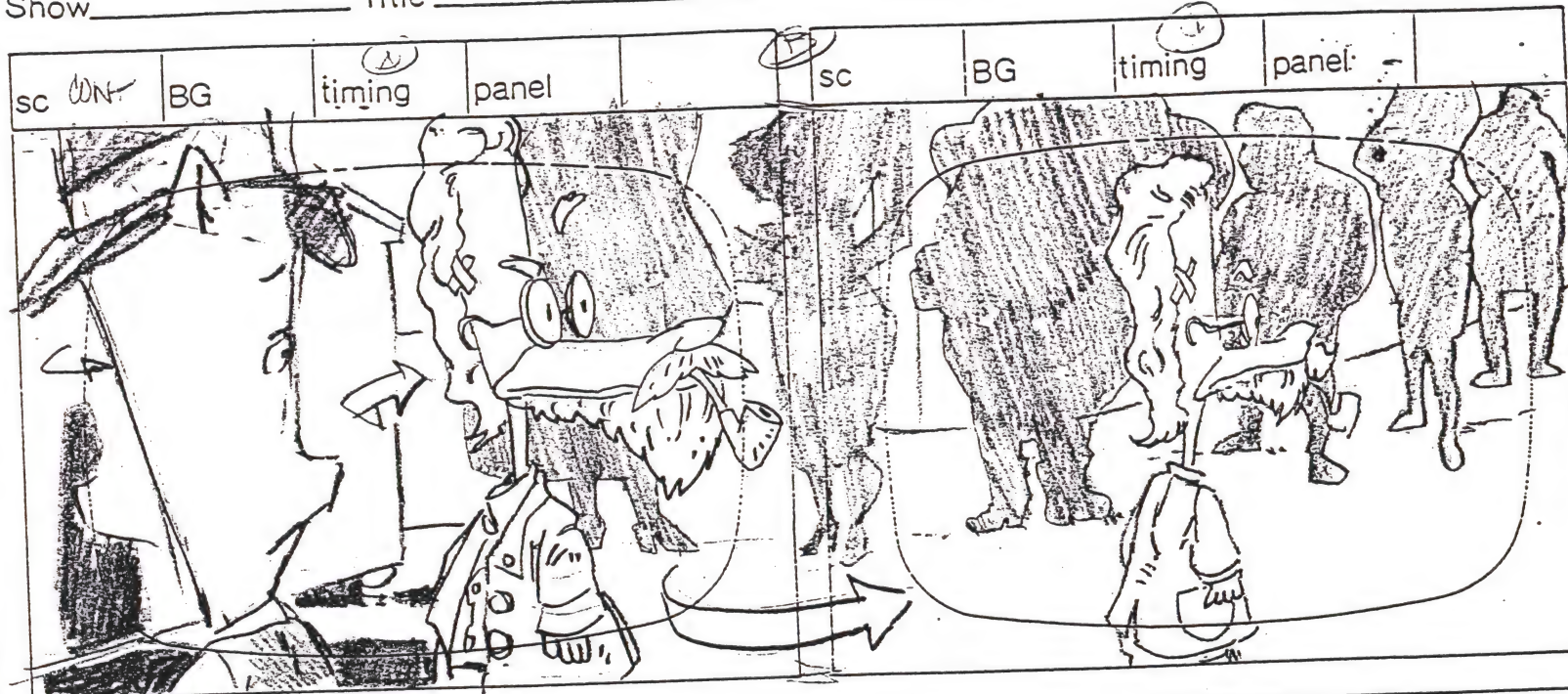
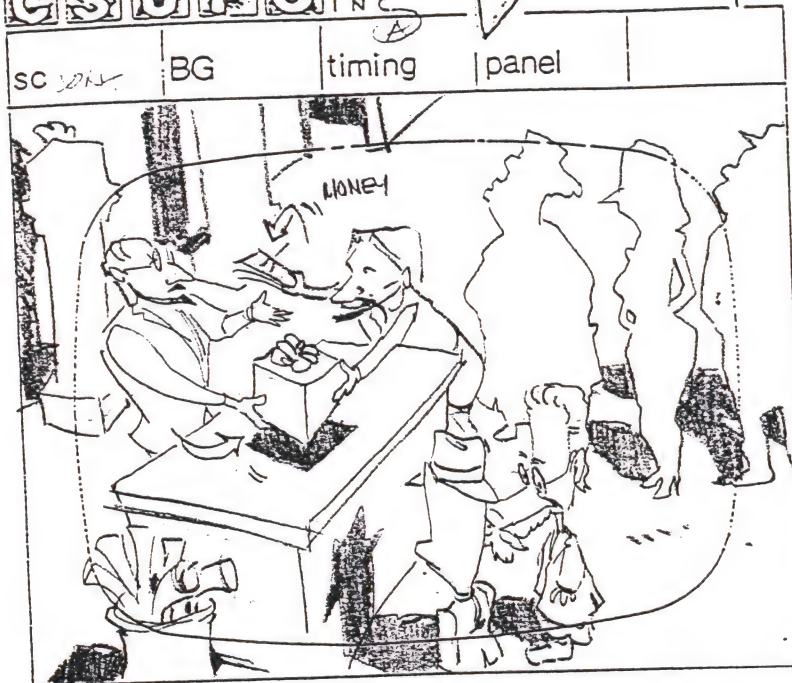
START



...AND THEY MOVE ON, PASSING PEOPLE WHO ARE LINED UP WITH HOUSEHOLD OBJECTS-- LAMPS, KITCHEN UTENSILS, PETS, AND AT THE FT OF THE LINE IS CRISCO, AN EFFETE-LOOKING ARTIST WHO TAKES EACH OBJECT, WRAPS IT IN PINK PLASTIC, AND HANDS IT BACK TO THEM--

DUCKMAN
WHAT'S HE DOING WITH THAT PINK STUFF?

Show _____ Title _____



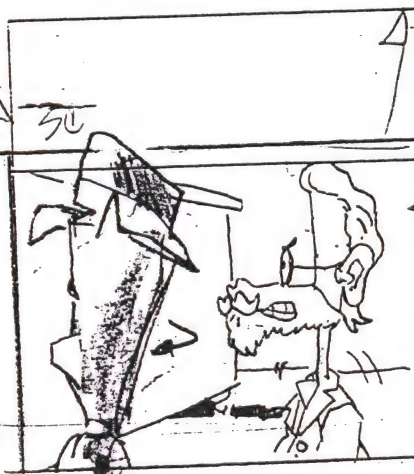
dialogue

CORNEED
THAT'S CRISCO. HE'S OUR GREATEST
WRAP ARTIST.

director's
notes

THEY HAND HIM HUGE WADS OF
MONEY....

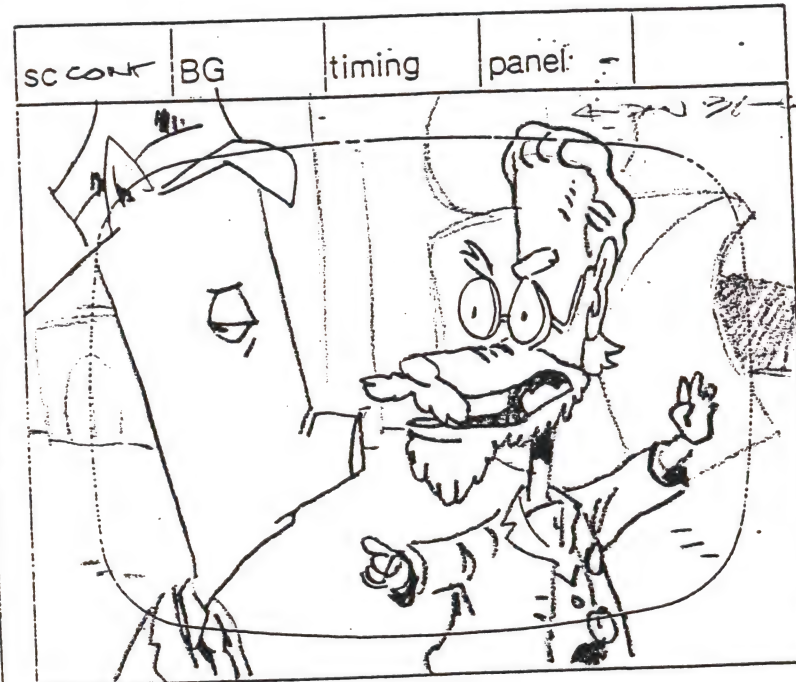
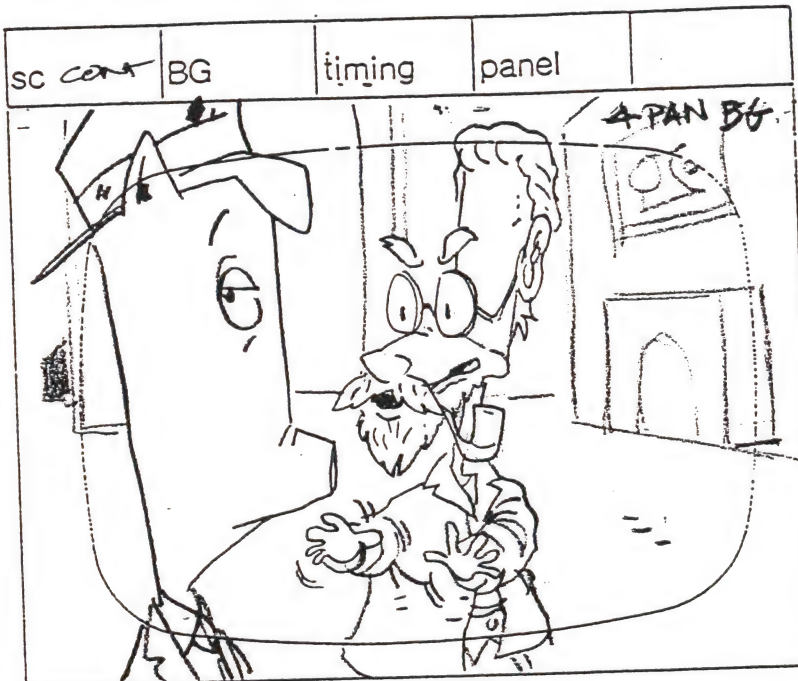
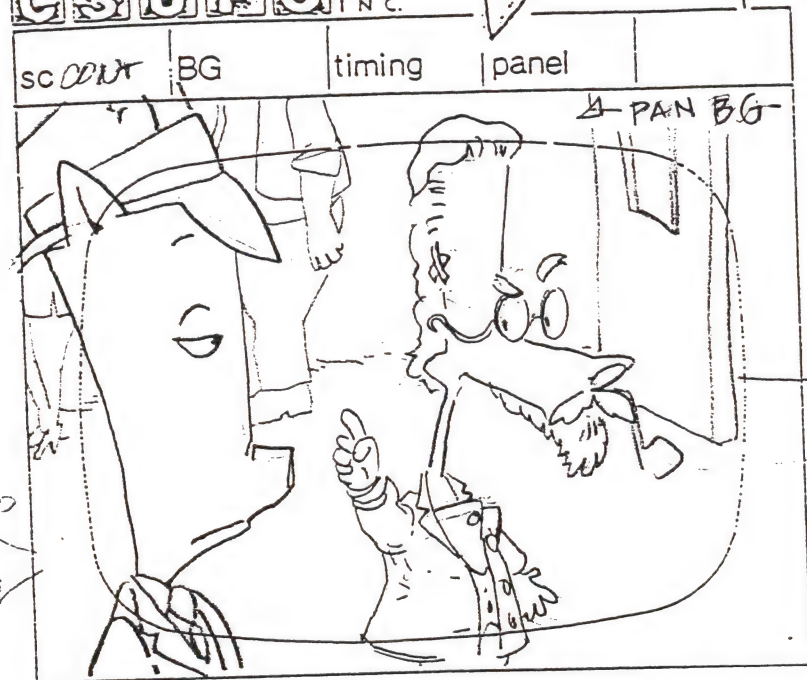
timing



DUCKMAN
DUCKMAN DOESN'T SEEM TO BE OUT HERE.
WE GOTTA FIND HIS OFFICE.

DUCKMAN REACTS,
THEN LOOKS
AROUND...

Show _____ Title _____



dialogue

DUCK
REMEMBER,

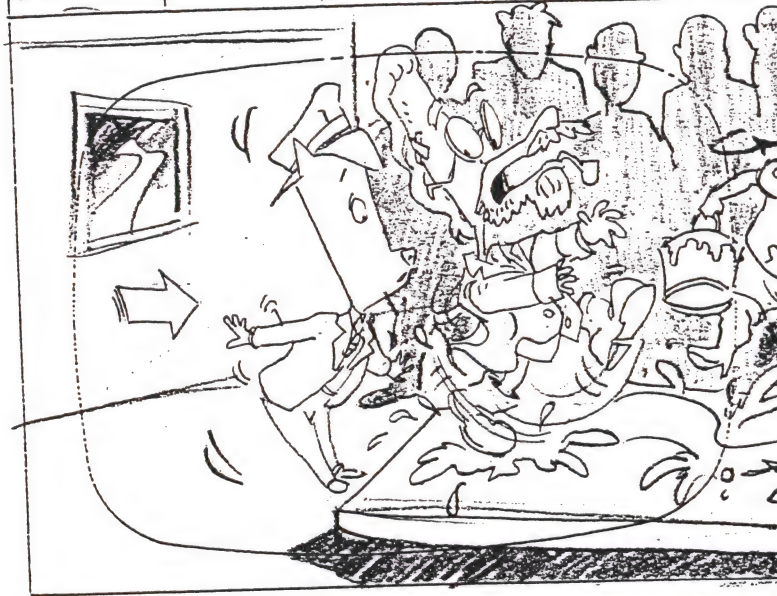
director's
notes

timing

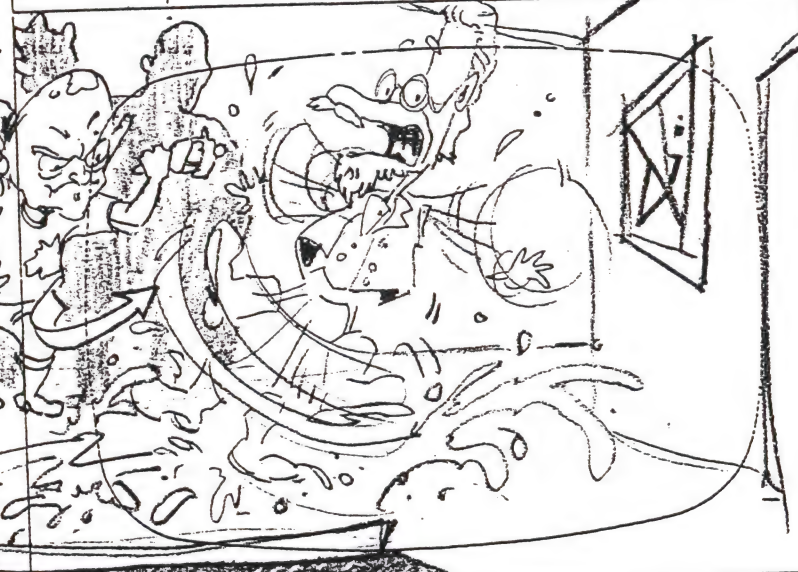
CONT
TAKE IT SLOW,

CONT
YOU CAN'T JUST BARGE
THROUGH HIS DOOR...

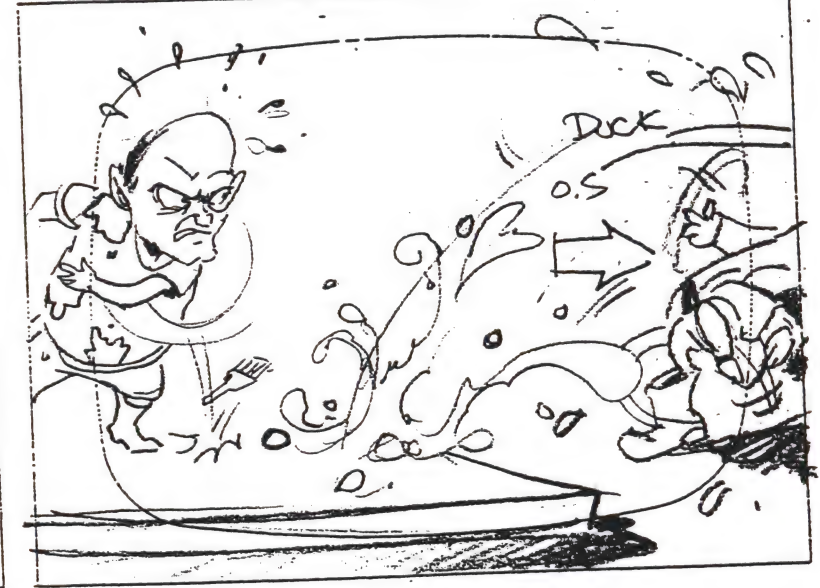
sc CONTD BG timing panel



sc BG timing panel



sc CONTD BG timing panel



dialogue

DUCK WHOOOAAA

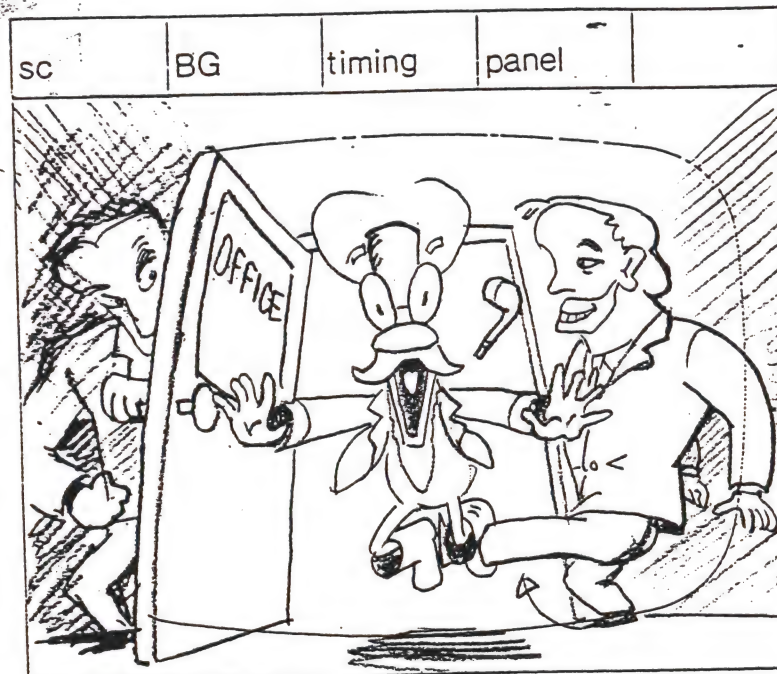
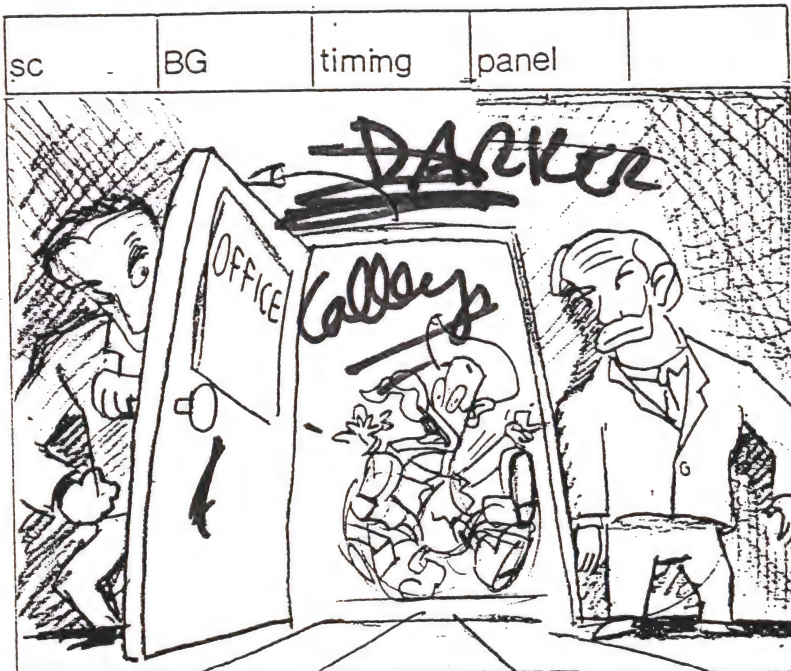
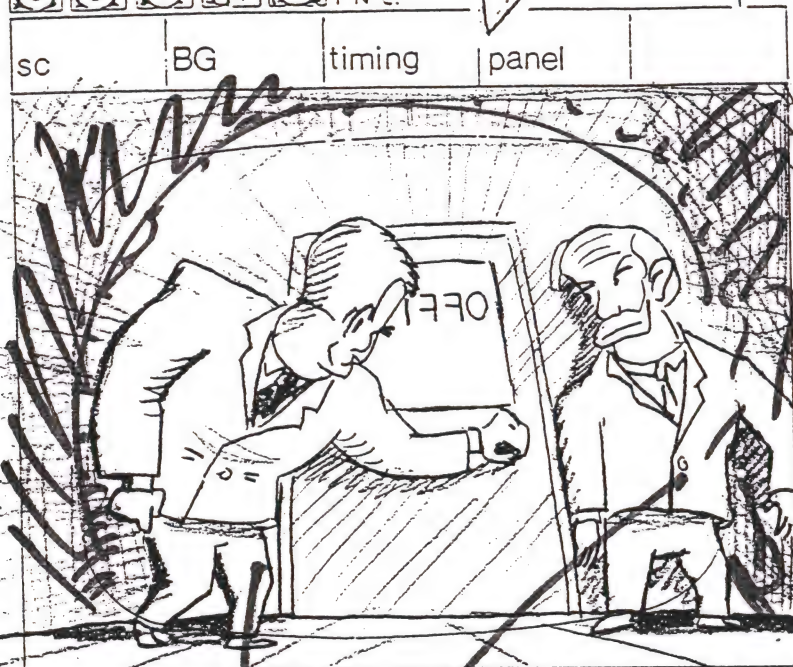
director's notes

DUCK MAN SLIPS ON A WET CANVAS ON THE FLOOR,
AN ARTIST ON WORKING ON CANVAS HAS HIS
ART SMERGED AS DUCK SLIPS AND SLIDES

PAINTER THROWS BRUSH TO
GROUND, AS DUCK - MOVES OS.
ACROSS
THE ART UNTIL HE SLIDES OS.

timing

Show _____ Title _____



dialogue

director's
notes

INT. BIG DADA DUCHAME'S OFFICE

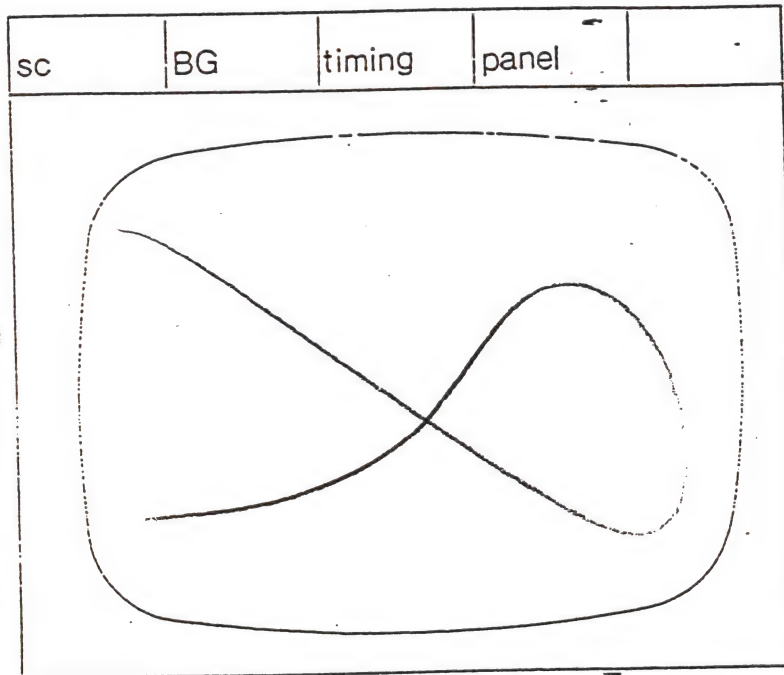
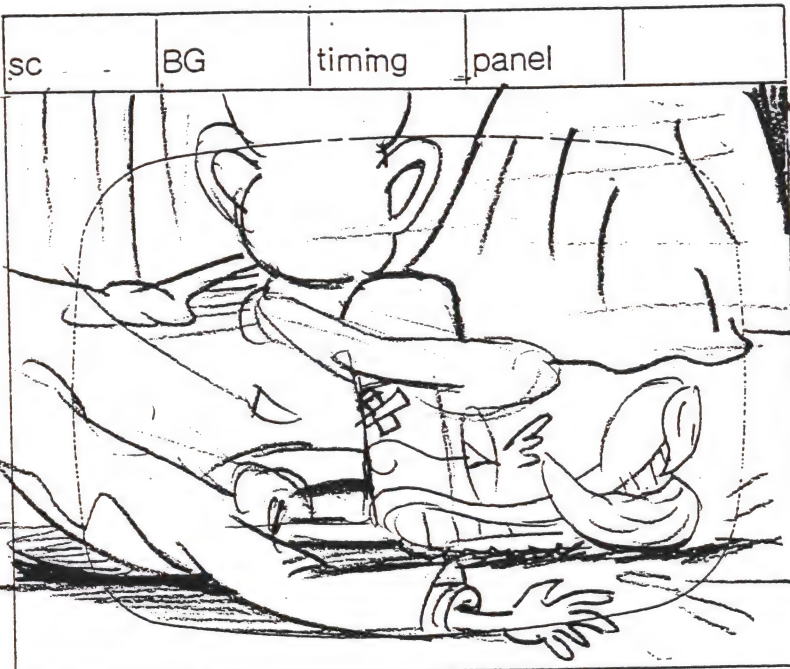
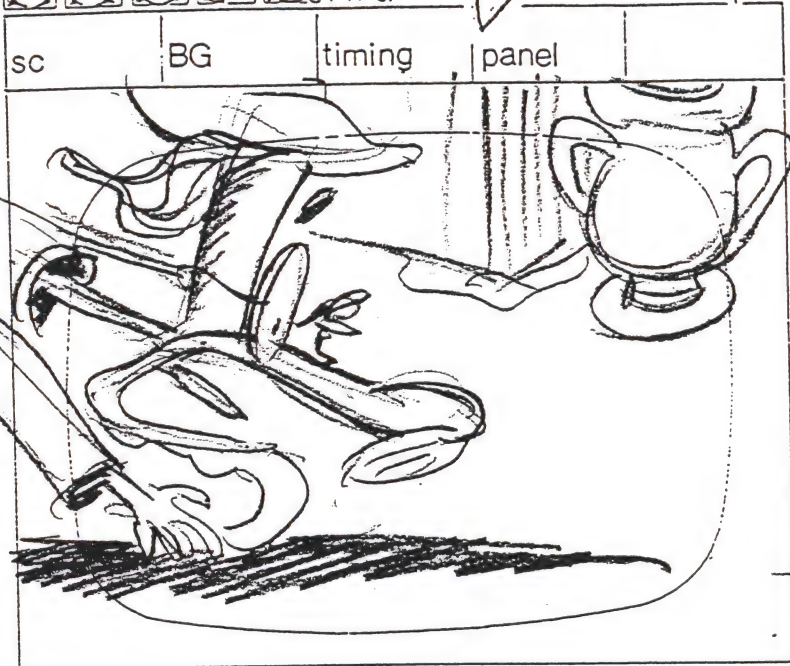
"Marching
Suits
Neutral to Dark
Medium Blue"

HENCHMAN #1 OPENS
DOOR

HENCHMAN #2 TRIPS
DUCKMAN

(HU) →

timing



dialogue

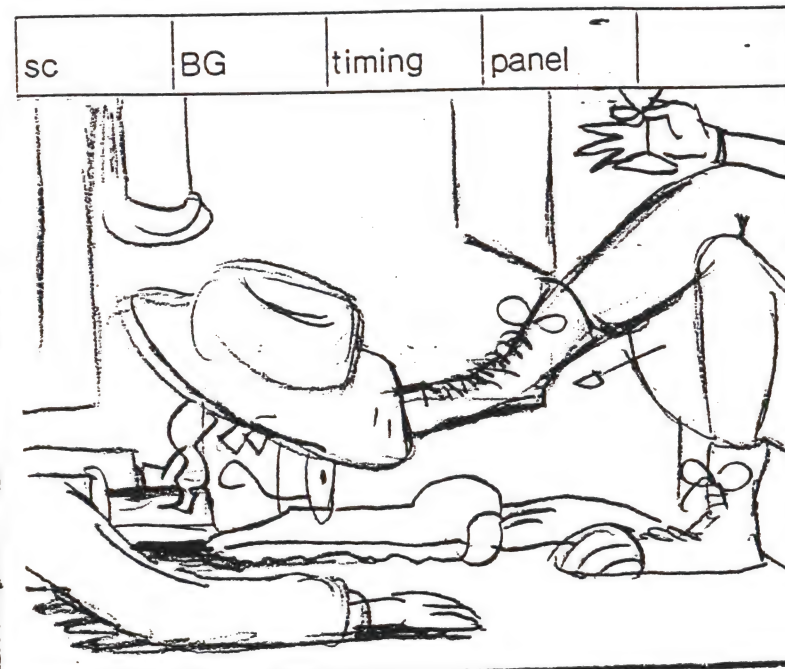
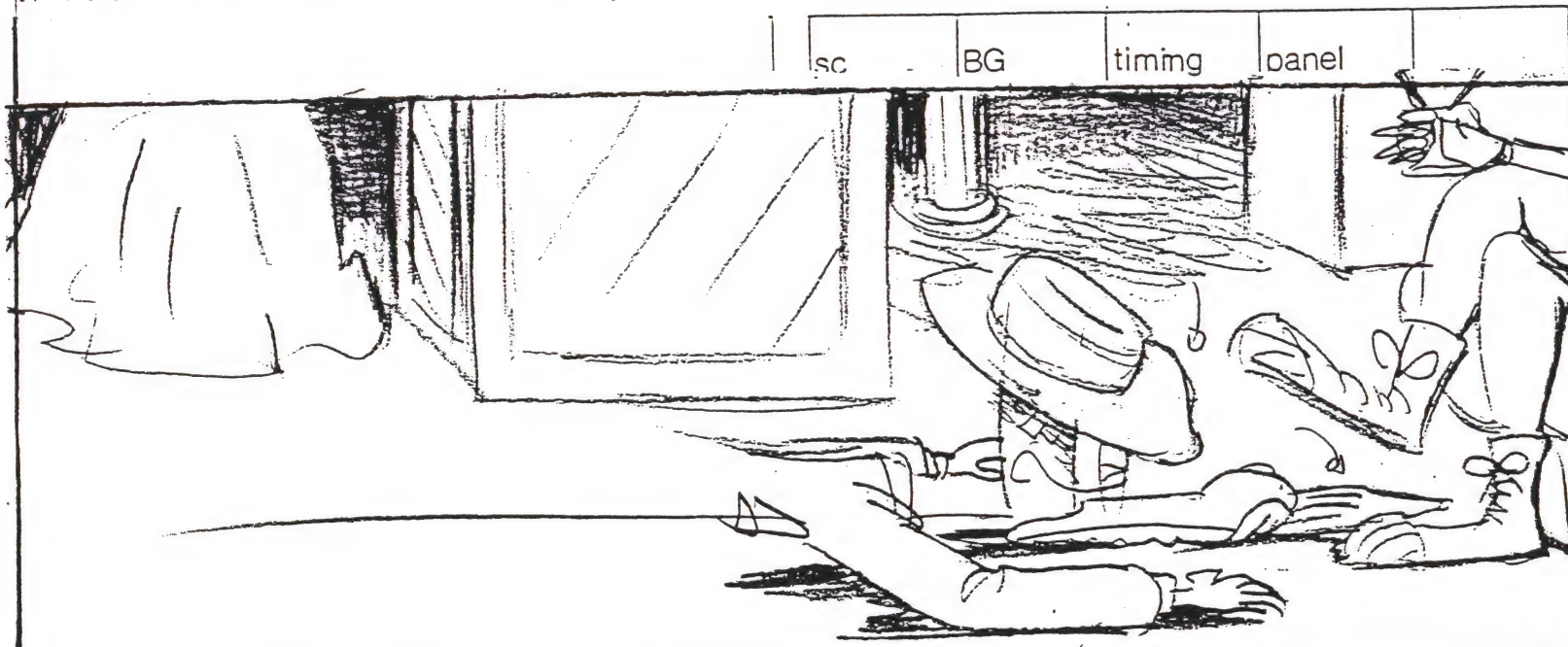
director's
notes

DUCKMAN HITS FLOOR &

SKIDS ALONG — SLOWING TO A STOP...

PAN W/ DUCKMAN

timing



dialogue

director's
notes

DUCKMAN
→
SKIDS TO
A STOP

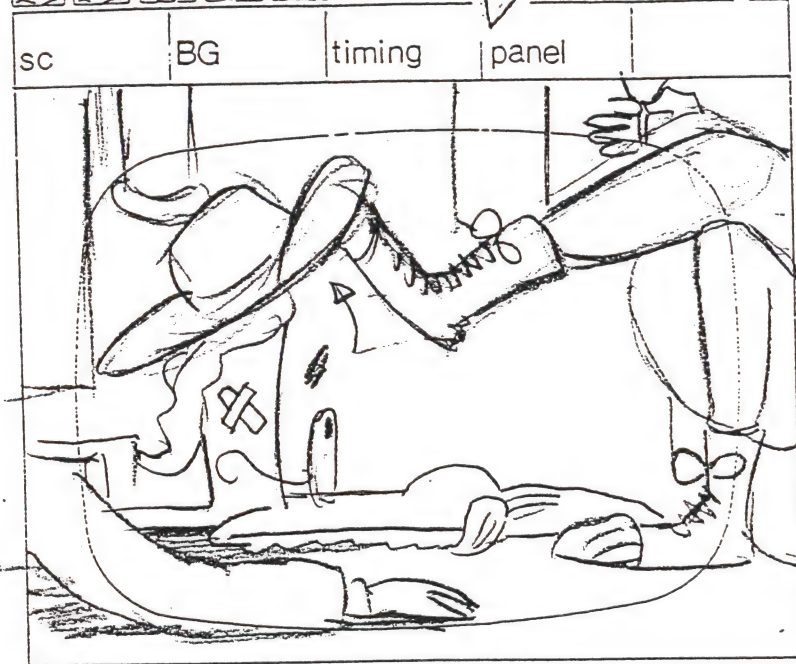
AT DADA'S
FEET!

BEARD FLOPS BETWEEN
DADA'S FEET.

DUCKMAN'S EYE OPENS

DADA POINTS FOOT
& LIFTS DUCKMAN'S
HAT.

timing



dialogue

VO. DADA

My, my...could

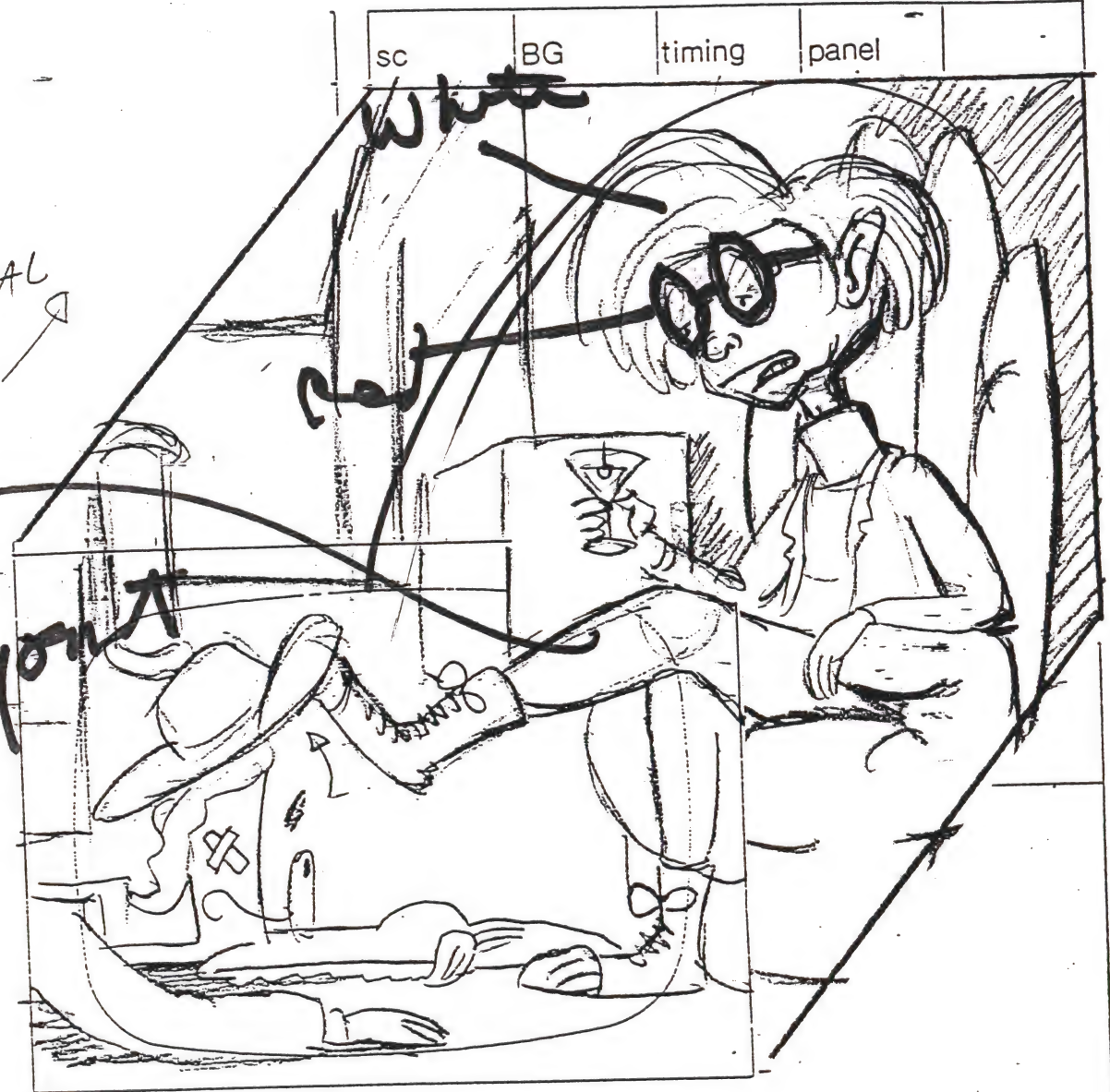
director's
notes

DUCKMAN LOOKS UP

timing

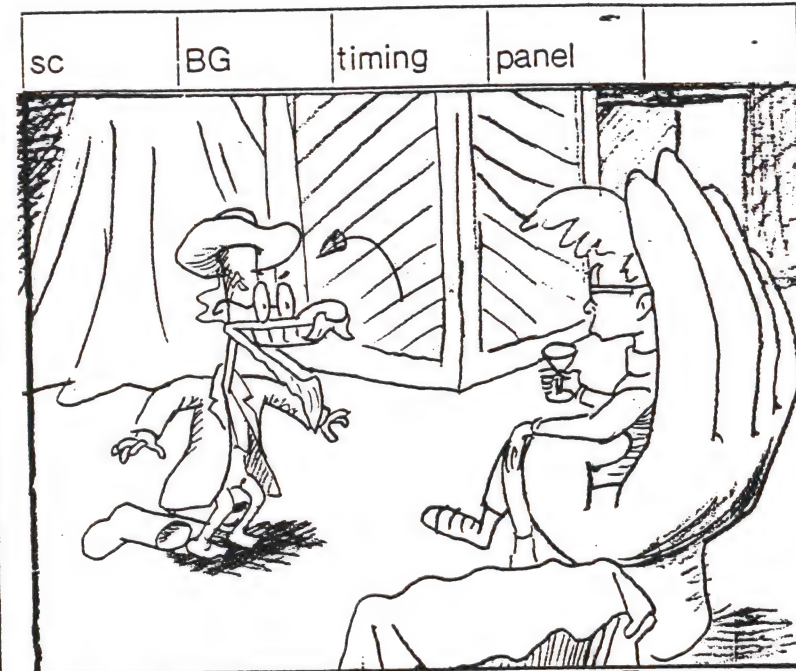
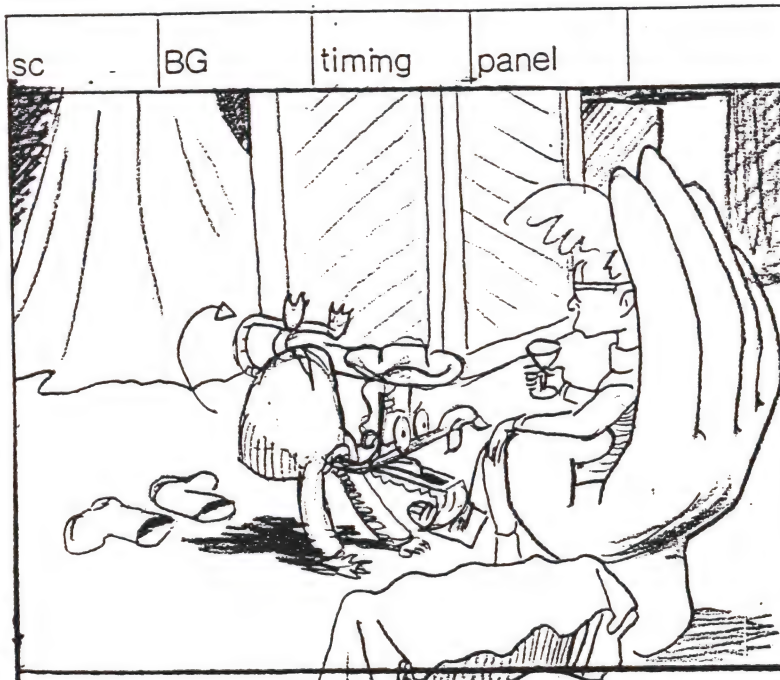
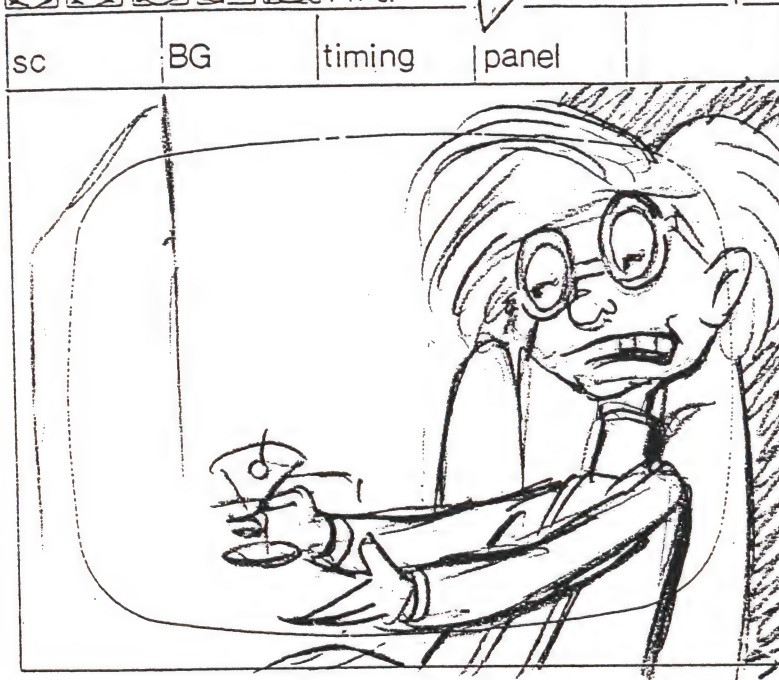
DIAGONAL
PAN
UP

flamboyant



BIG DADA (ONT)
I possibly be in the

presence of such



dialogue

DADA (CONT)
a great artist?

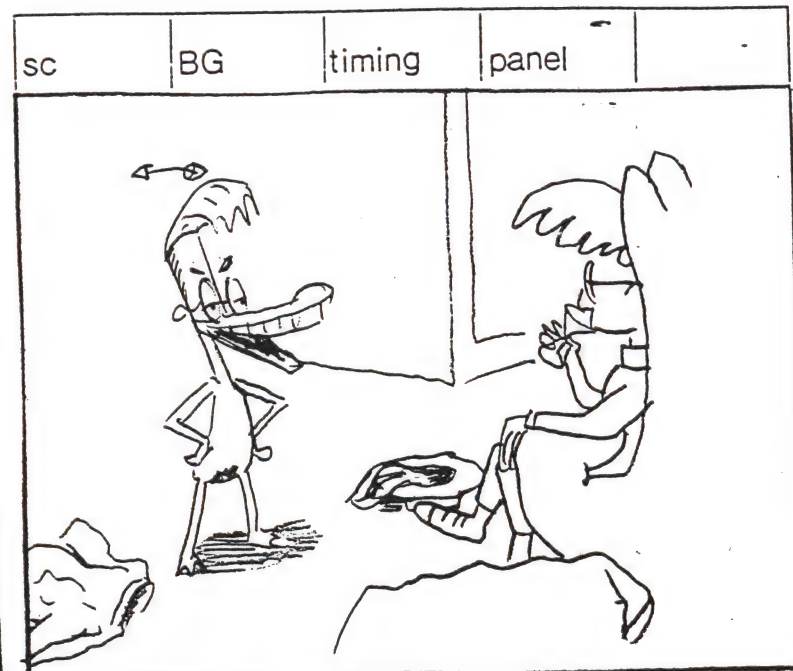
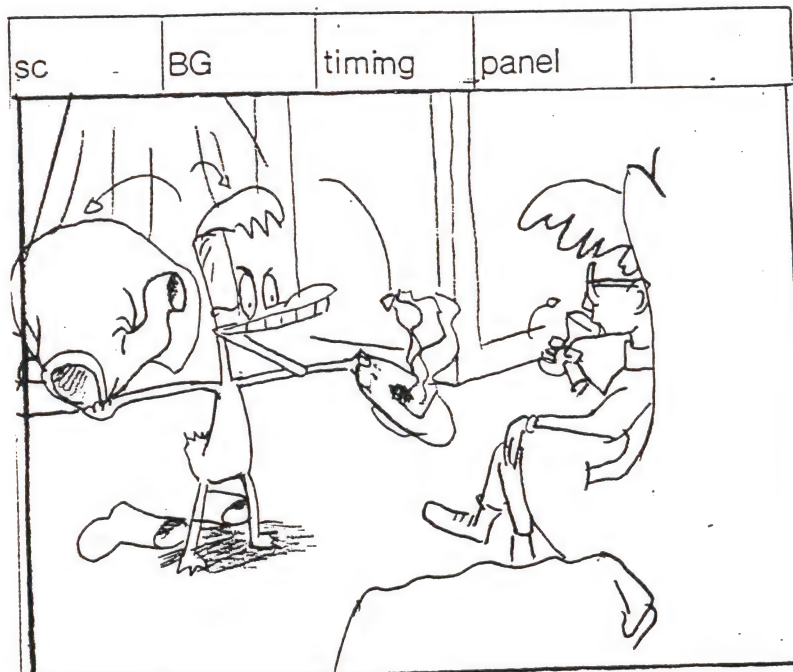
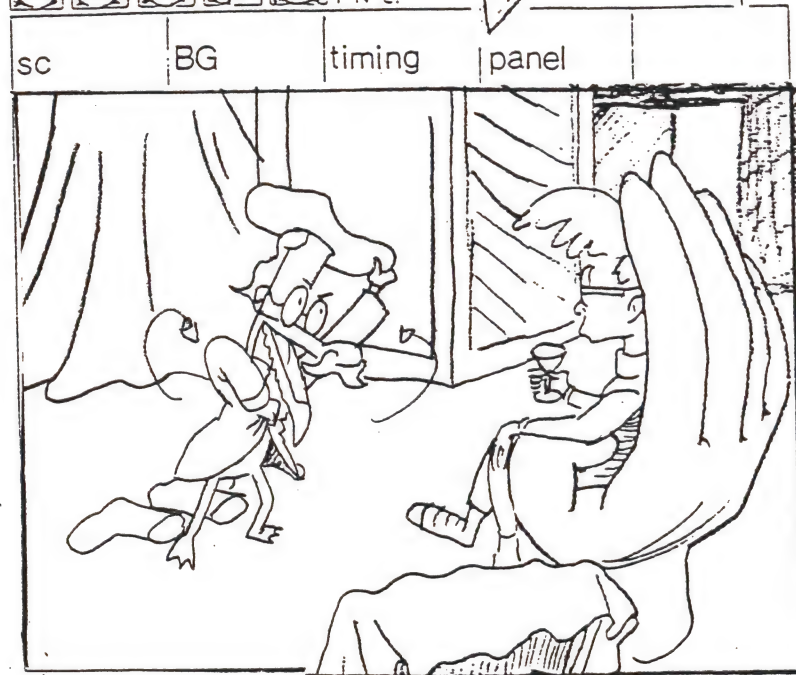
DUCKMAN

Ha, ha!

director's
notes

DUCKMAN LEAPS TO HIS FEET
HIS FEET SLIDE OUT OF HIS SHOES

timing



dialogue

DUCKMAN (CONT)
(whipping off disguise)
I'm Duckman!

I was only
pretending to be an artist...

director's
notes

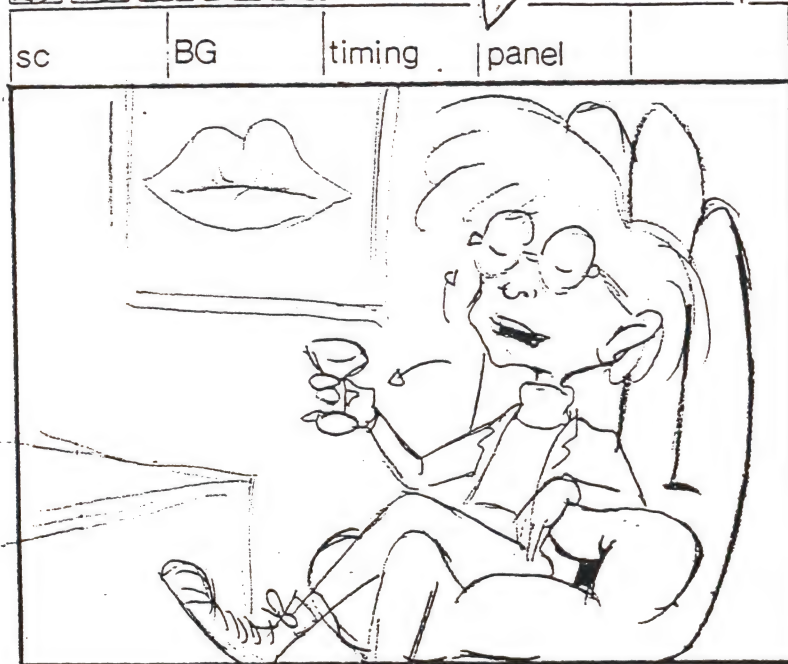
DUCKMAN GRABS HAT W/
LEFT HAND - COAT W/ RIGHT

COAT WHIPS OVER HIS HEAD
TAKING BEARD, MOUSTACHE, EAR
EAR BANDAGE & EYEBROWS W/
IT. WIG IS ATTACHED TO HAT

DUCKMAN WAGS HEAD SIDE
TO SIDE

DADA SIPS HIS MARTINI

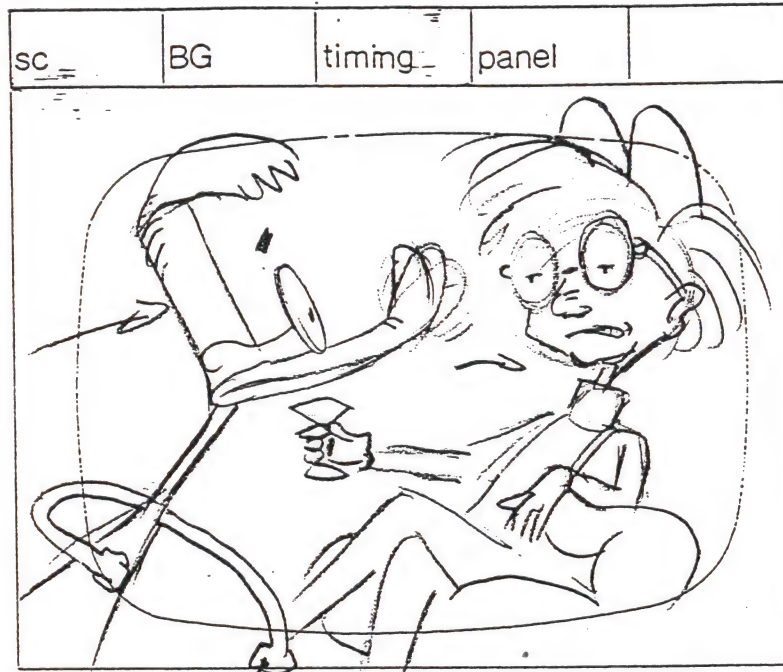
timing



dialogue

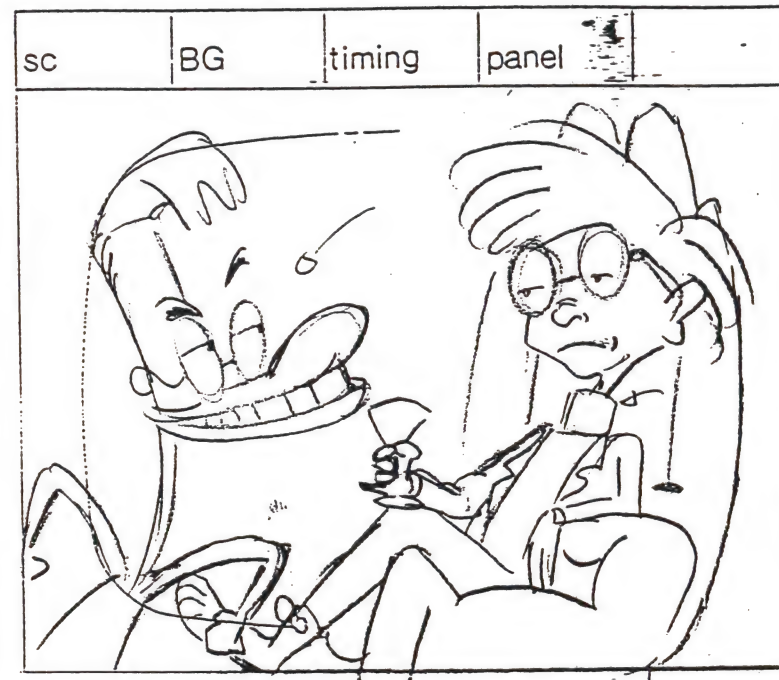
BIG DADA
Ah, an impressionist...

director's
notes



DUCKMAN
(SNIFFS)

DUCKMAN LEANS IN &
SMELLS DADA - DADA
LEANS BACK - TENSING

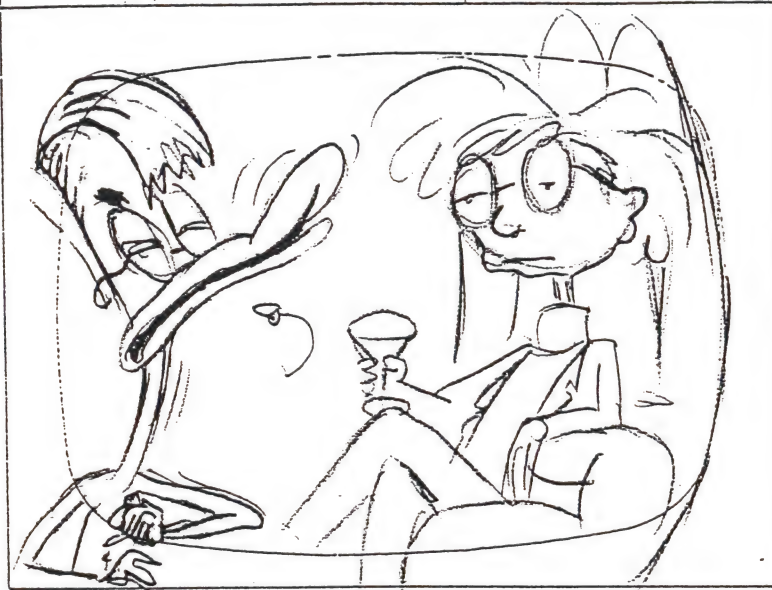


DUCKMAN
(leans toward Duchamp...
SNIFFING)
Do I smell fish..?

DADA SETTLES BACK
DADA RESTS HIS DRINK ON
HIS KNEE.

timing

sc BG timing panel



dialogue

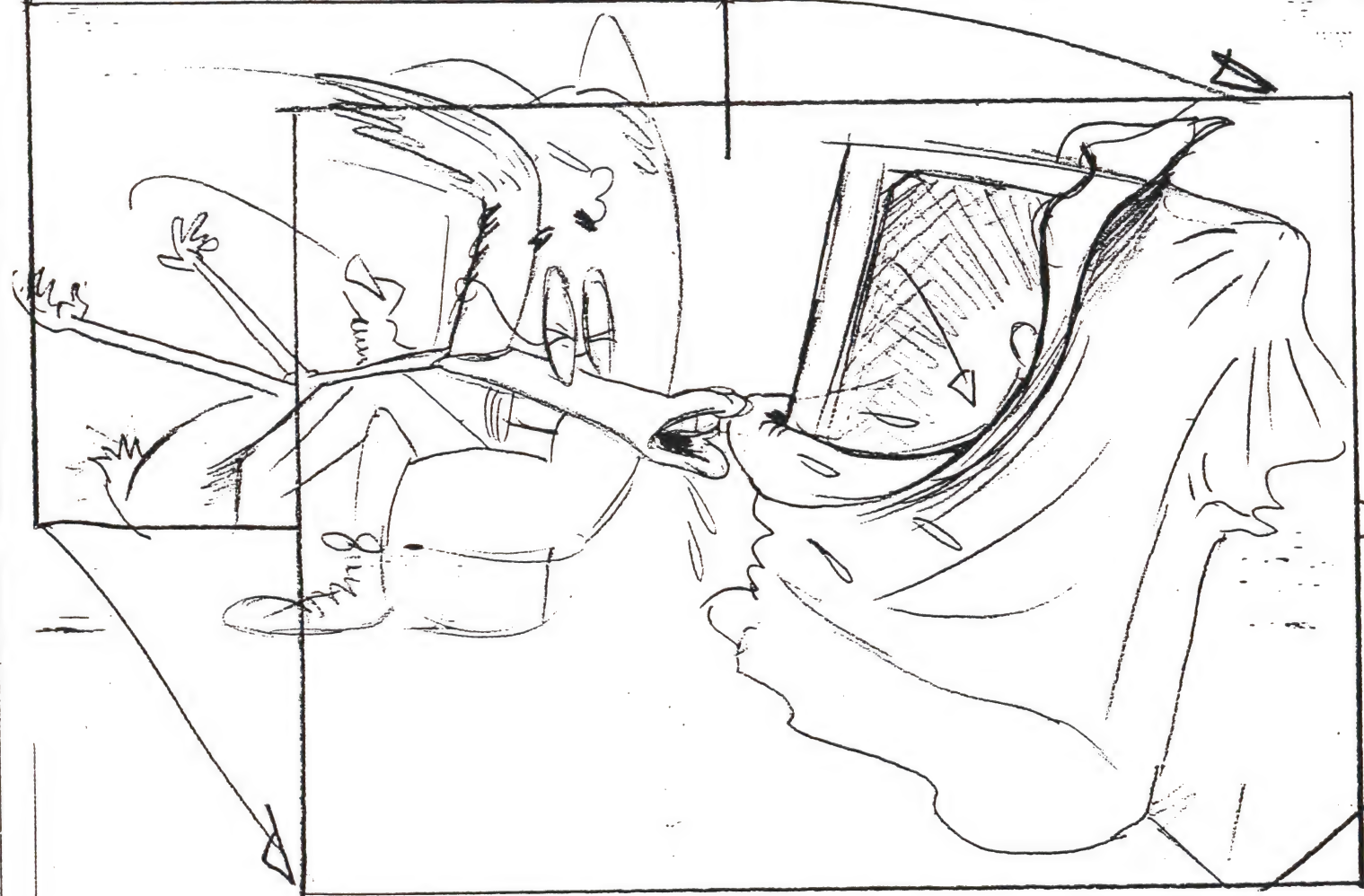
director's notes

ANTIC INTO SNEEZE

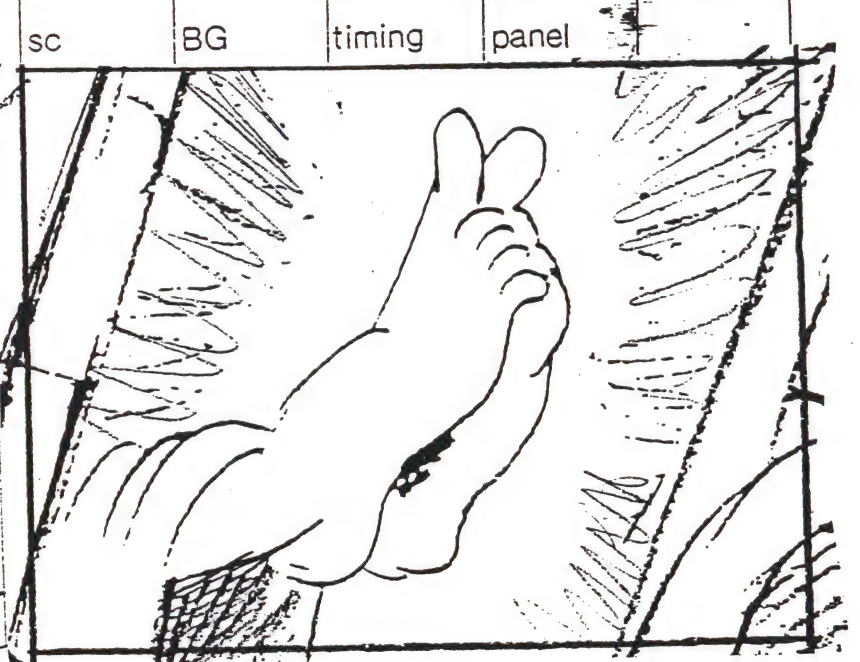
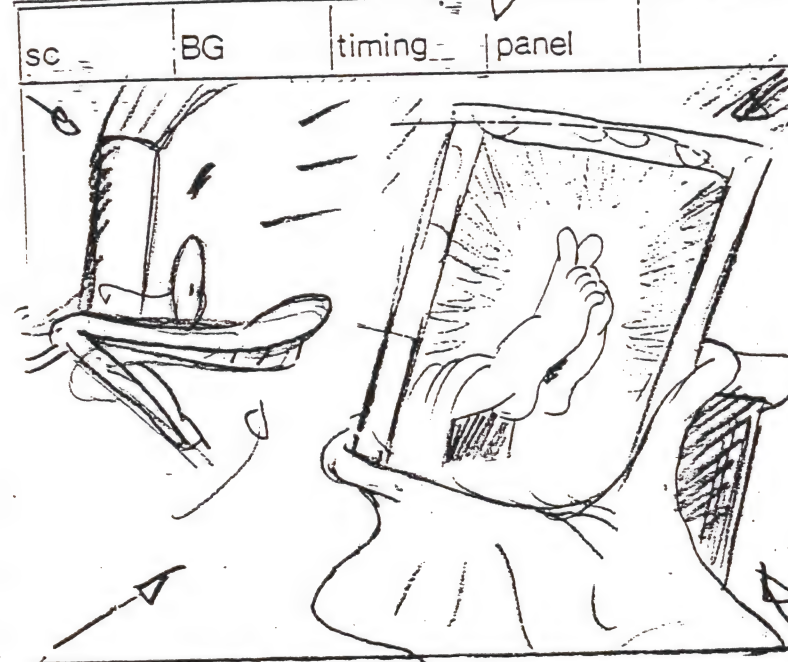
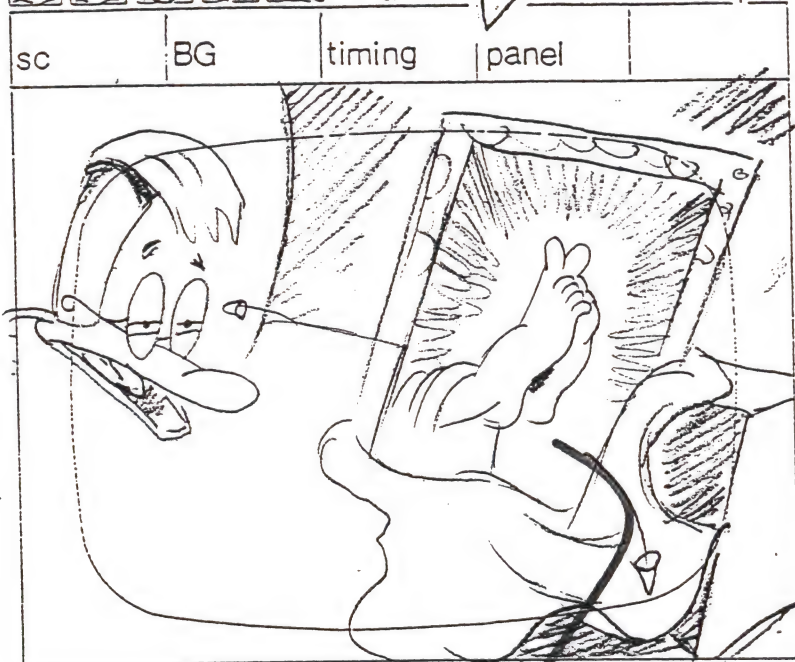
timing

Show _____ Title _____

sc BG timing panel s



SNEEZE!
TRUCK/PAN W/ DUCKMAN'S SNEEZE
TO REVEAL COVERED
PAINTING



dialogue

director's
notes

*stop
fake
pen
style*

*like
Duke
Relie*

DUCKMAN SEES PAINTING

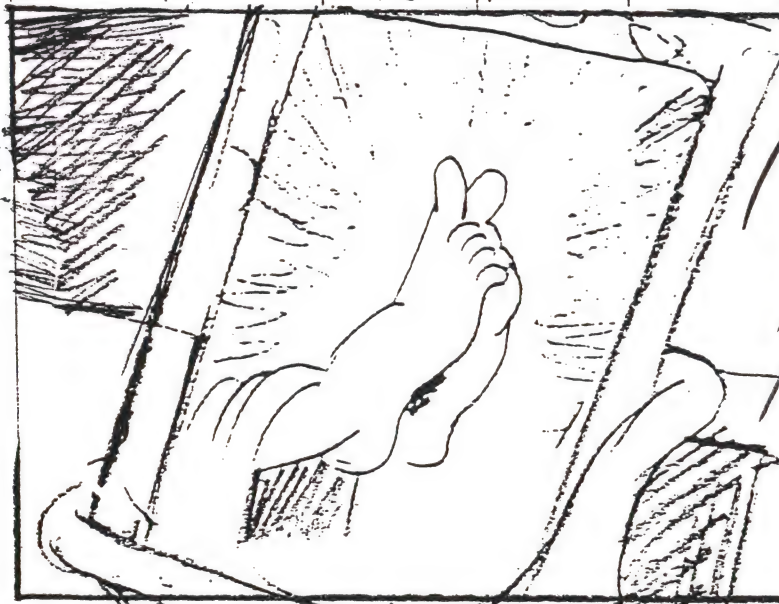
he SNEEZES into the dropcloth then looks over to see the painting he's uncovered is the BLESSED MOTHER OF THE WEEPING SOLES...

(VO) DUCKMAN
THE BLESSED MOTHER OF

BIG FAST ONS TRUCK
IN

timing

sc BG timing panel

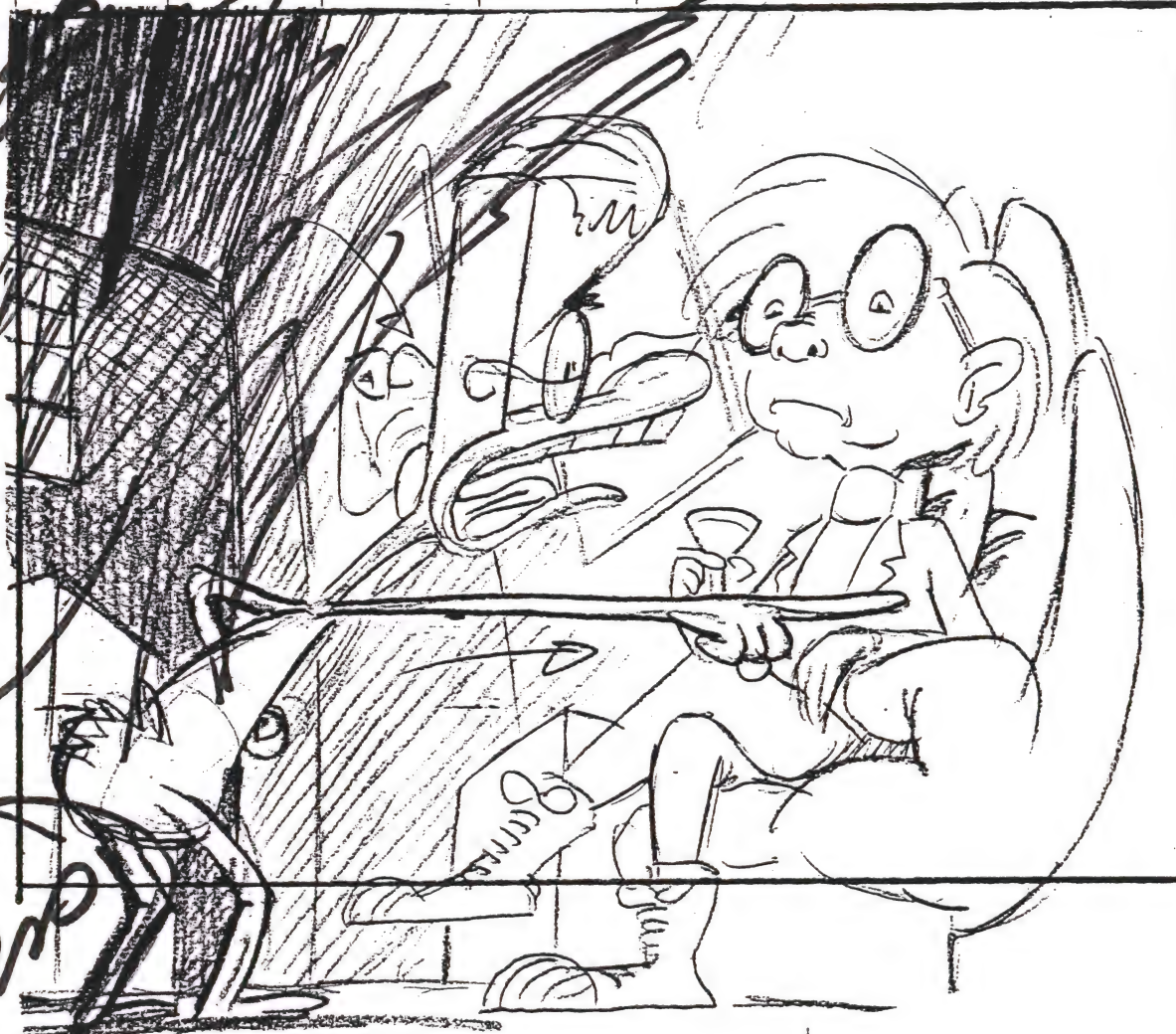


(VO) DUCKMAN (CONT)
... WEEPING SOLES!

director's notes

timing

sc BG timing panel



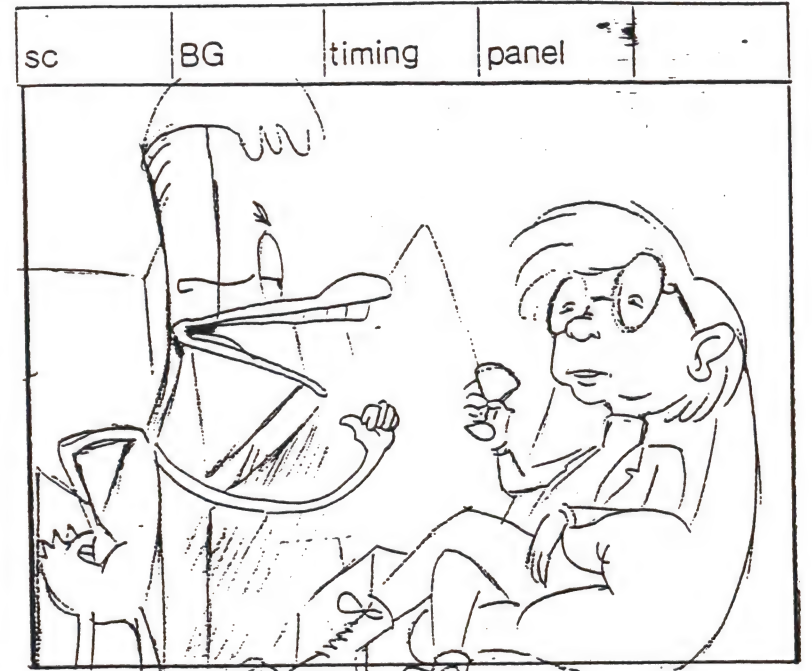
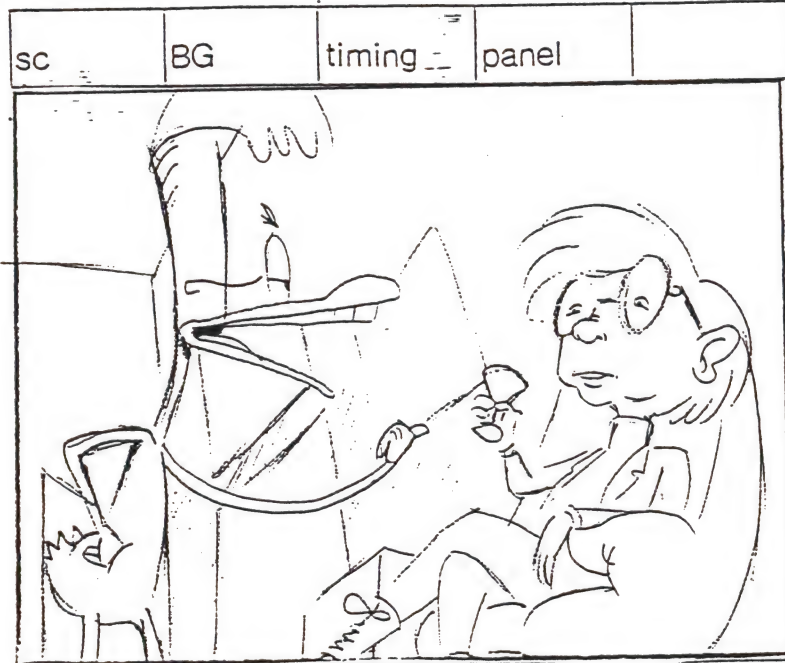
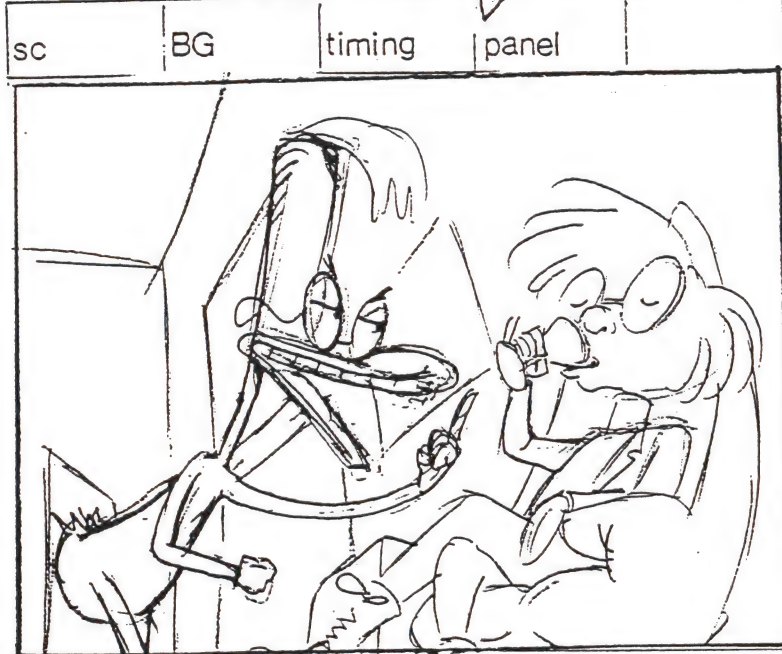
DUCKMAN
(~~in command~~) "in command"
I've come for the girlie picture, Art Boy...

timing

DUCKMAN
POINTS
@ OS
PAINTING
W/ RT HAND
& LEANS IN
THREATENINGLY.
DADA BARELY
REACTS.

SEE DADA ACTING NOTE
ON NEXT PANEL

Call into
Duckman



dialogue

(CONT) DUCKMAN
don't try anything stupid

DUCKMAN
or one of us won't leave here
alive...

director's
notes

DUCKMAN POINTS WITH
LEFT HAND



ON "ART BOY" DADA LEANS
BACK & SIPS HIS DRINK

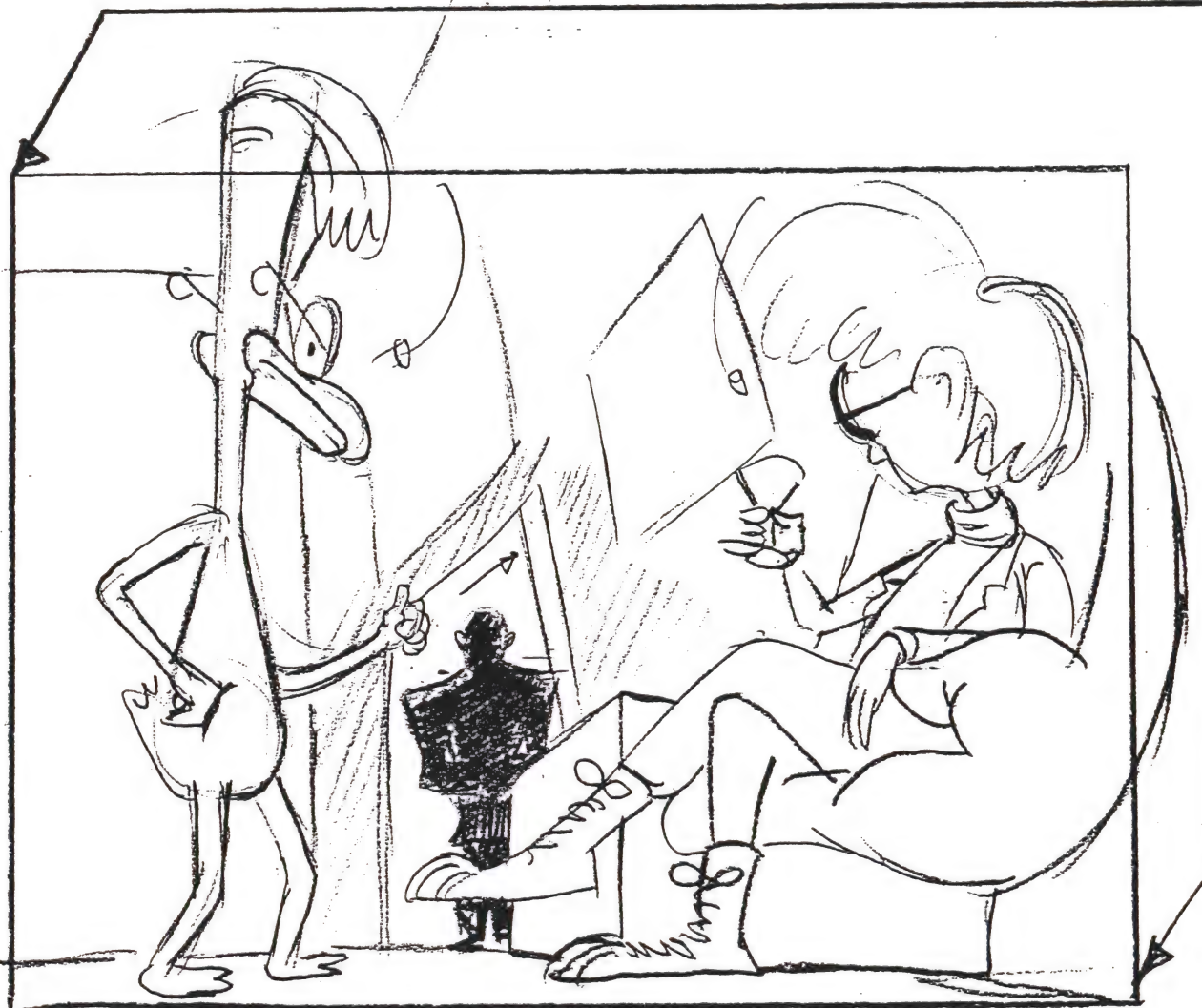
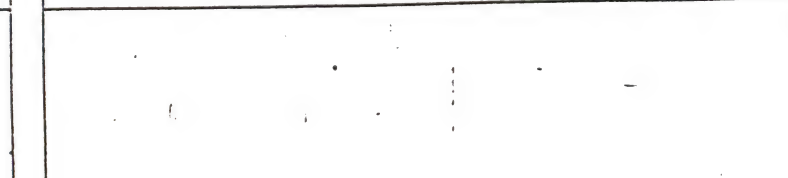
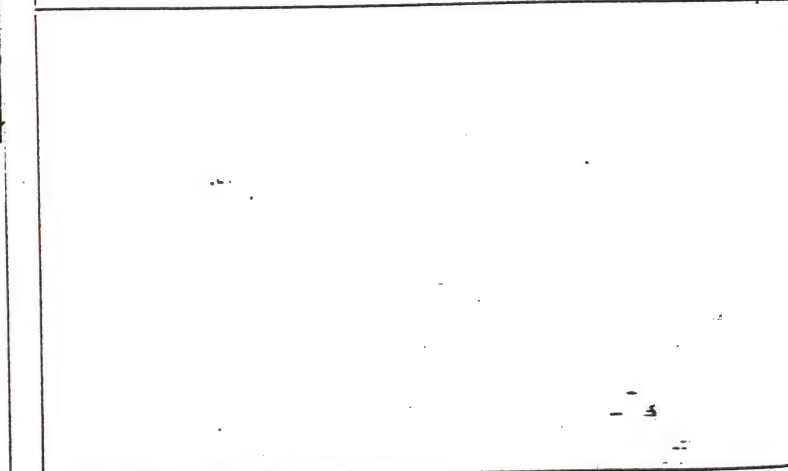
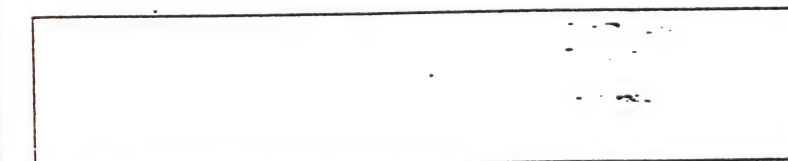
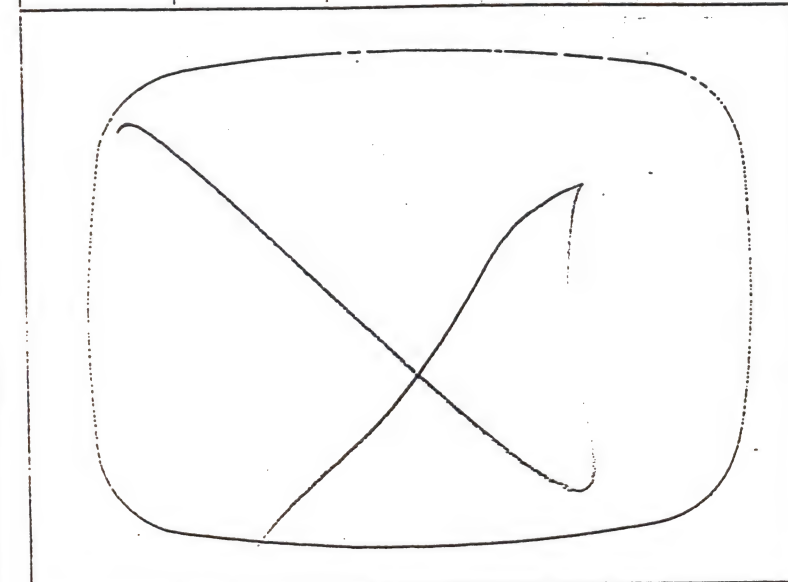
↑ CYCLE ↓

DUCKMAN WAGS HIS THUMB BETWEEN THE BOTH
OF THEM,

timing

sc	BG	timing	panel
----	----	--------	-------

sc	BG	timing	panel
----	----	--------	-------

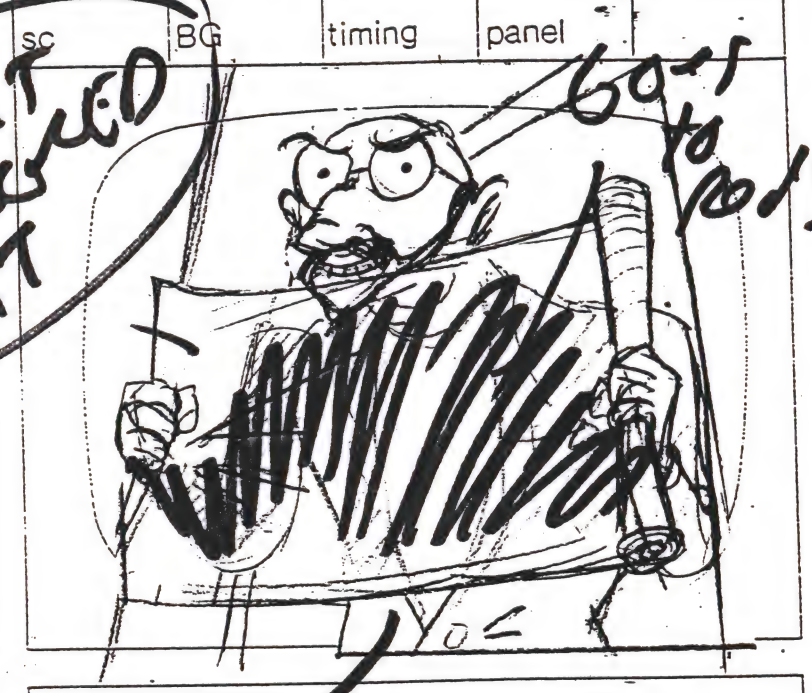
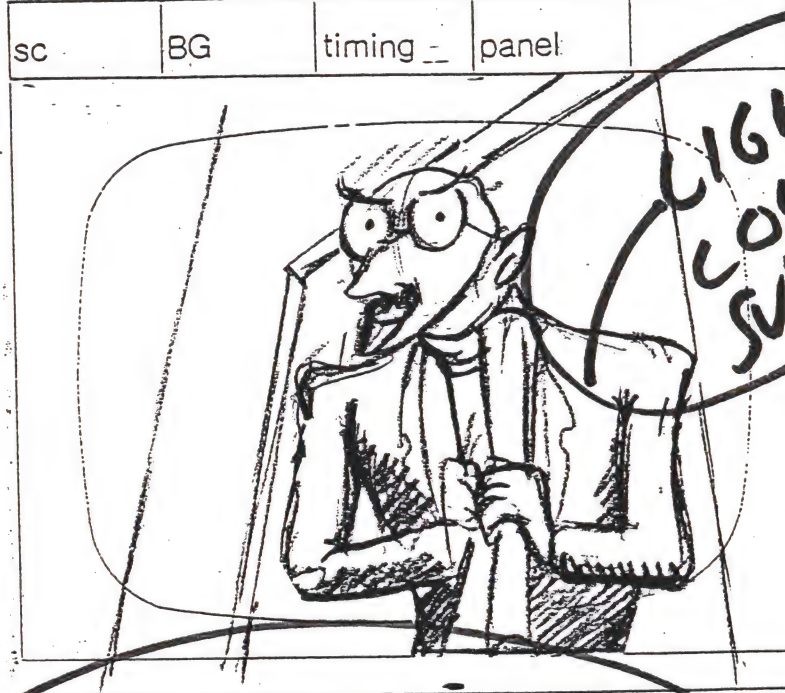
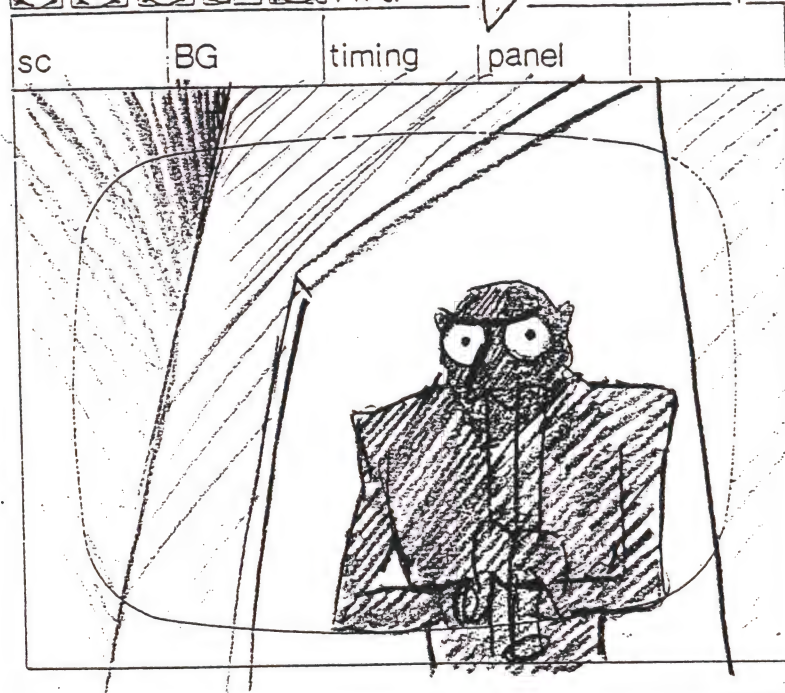


PANEL
SLIDES
OPEN
&
BOTH
TURN
TO
LOOK

PAN
W/
HEAD
TURNS

FIGURE
IS IN
SILHOUETTE.

timing



dialogue

director's notes

...but Crisco walks through a SECRET PANEL, holding pink plastic like an assassin holding piano wire...

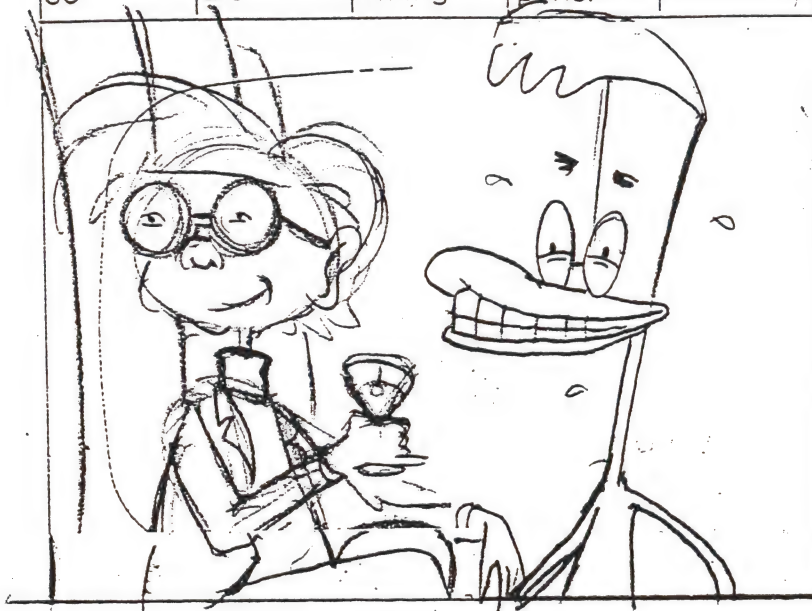
CRISCO STEPS OUT OF SHADOW

Back room
Needs to
go to
Reds

sep of 10 foil
HE PULLS CELLOPHANE
TAPT.

timing

sc	BG	timing	panel
----	----	--------	-------



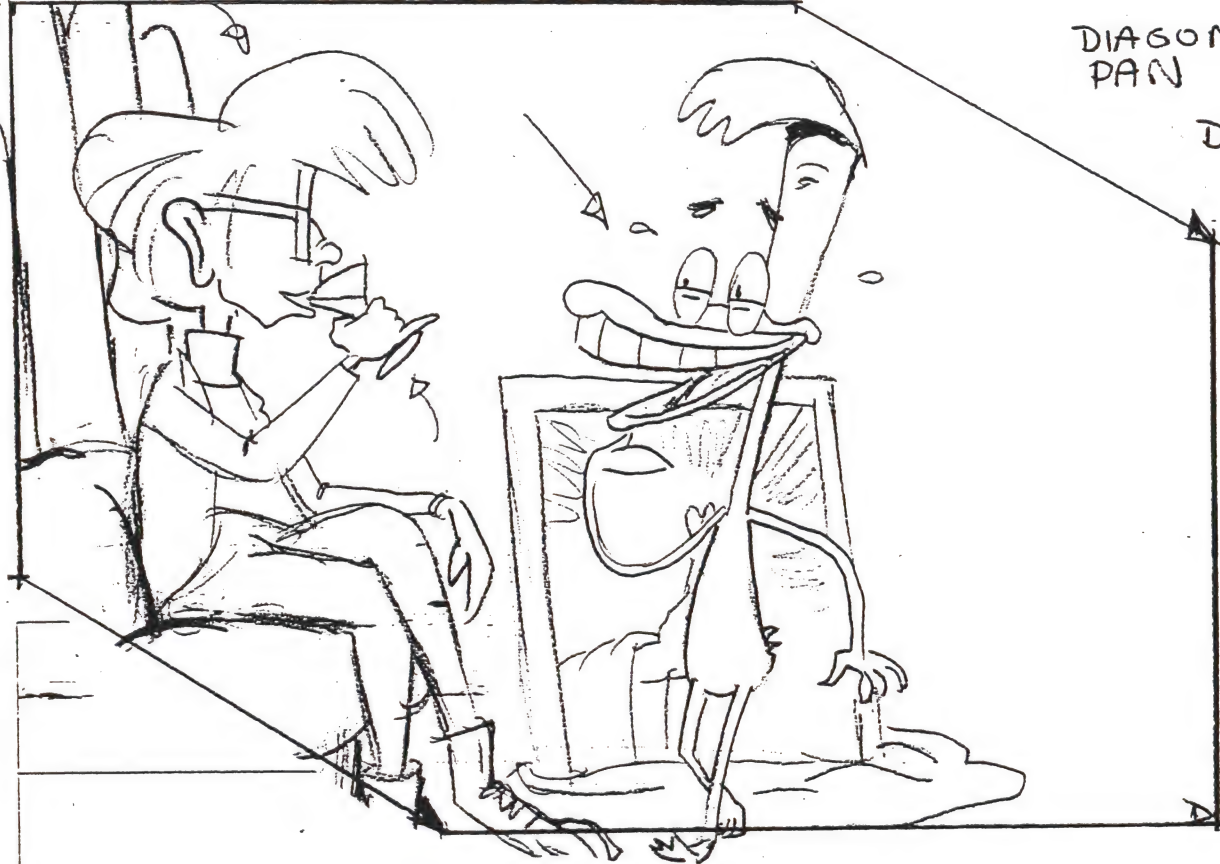
dialogue

DUCKMAN
(to Duchamp, withering)
Heh, heh...

director's
notes

timing

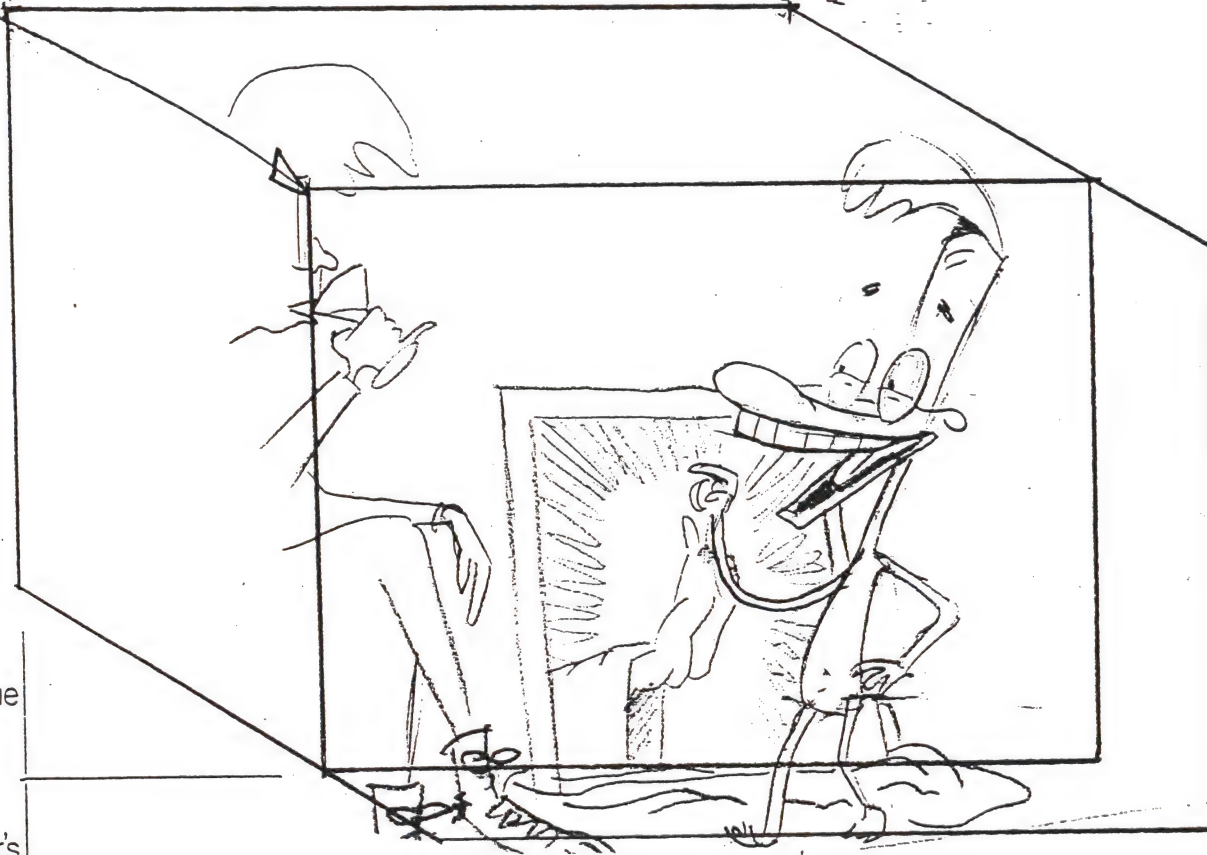
sc	BG	timing	panel
----	----	--------	-------



DIAGONAL
PAN AS
DUCKMAN
BACKS UP

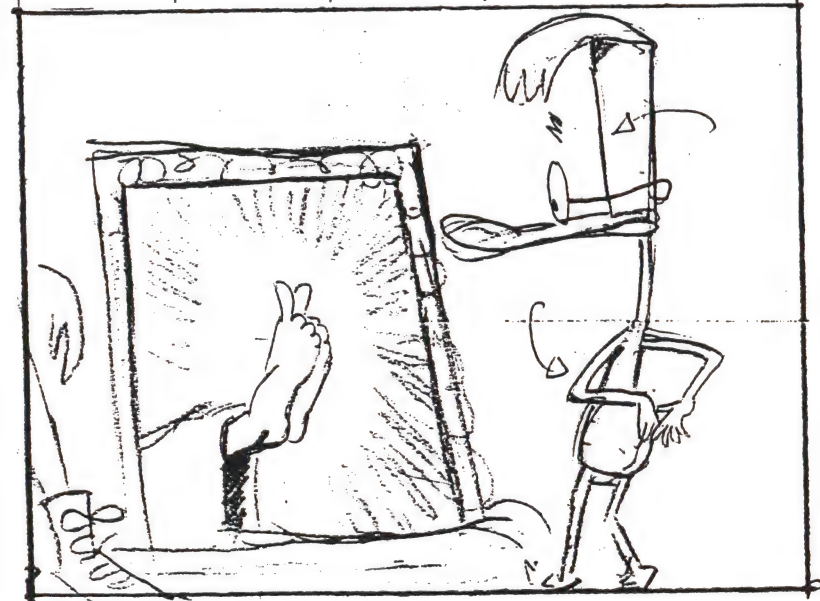
I said one of us, I was

sc	BG	timing	panel
----	----	--------	-------



END
PAN →

sc	BG	timing	panel
----	----	--------	-------



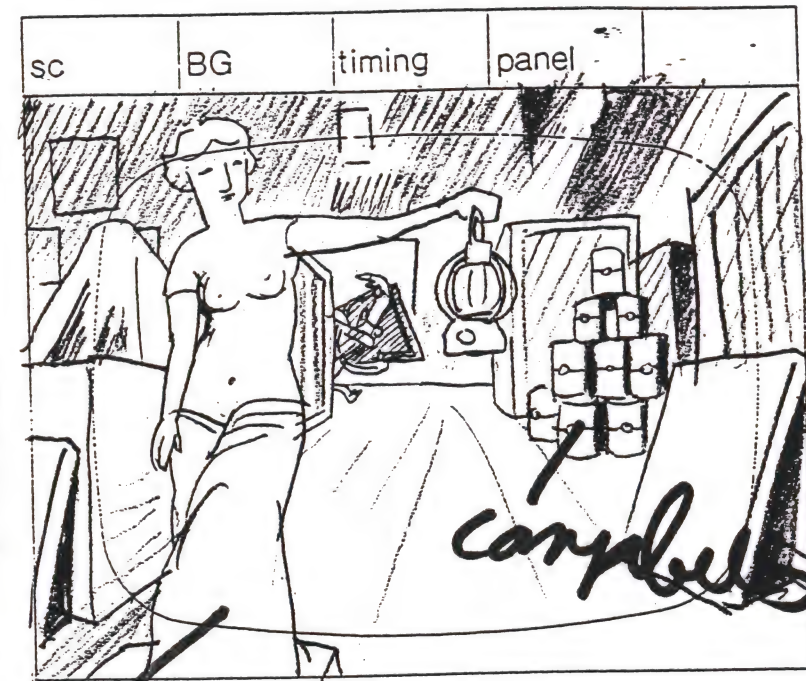
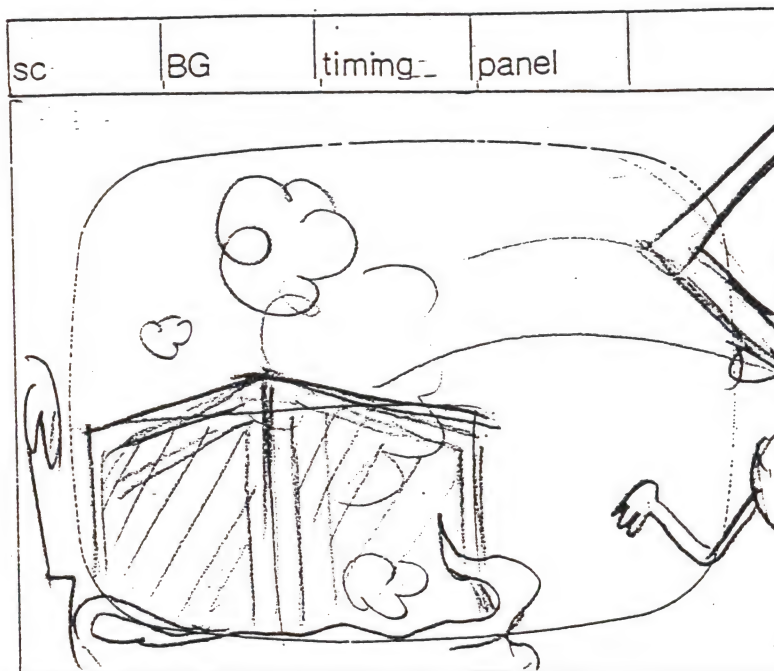
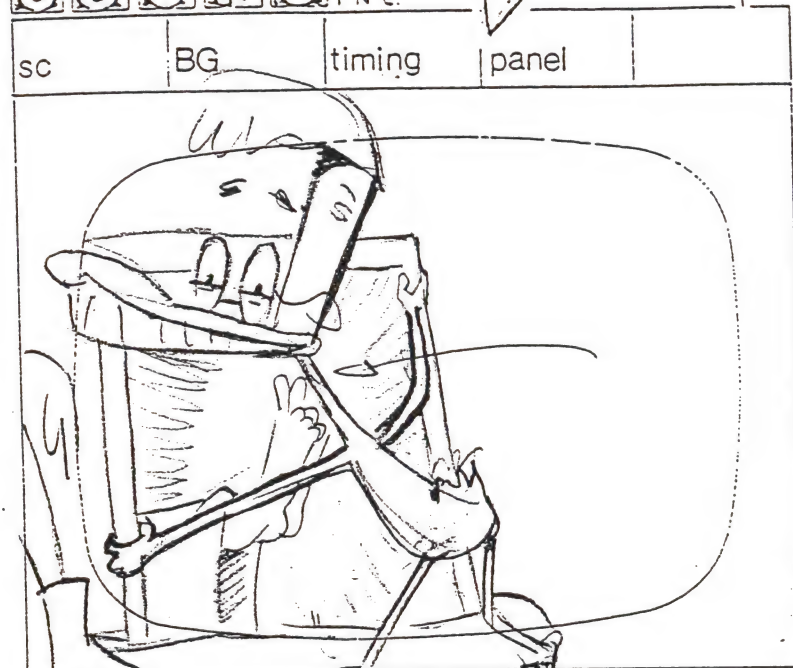
QUICK HE GLANCE
PAINTING

dialogue

director's
notes

thinking you...

timing

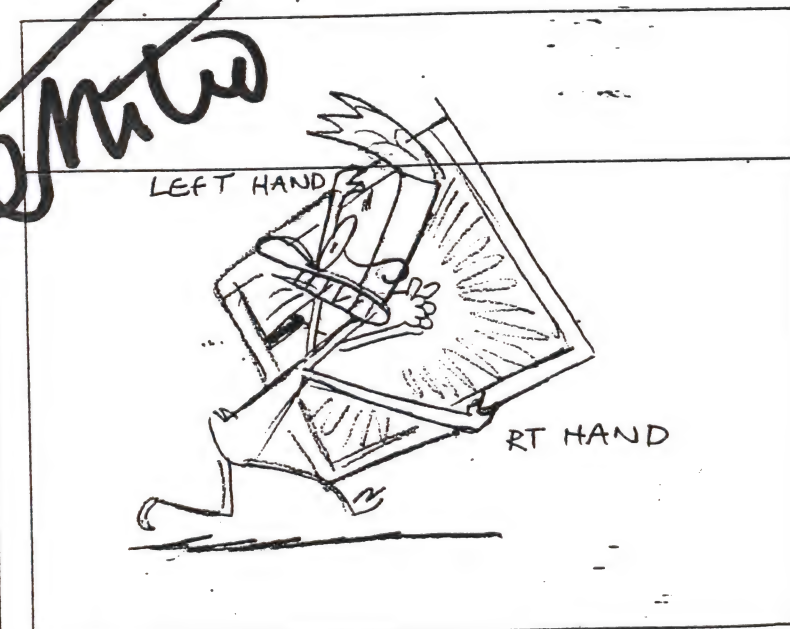


dialogue

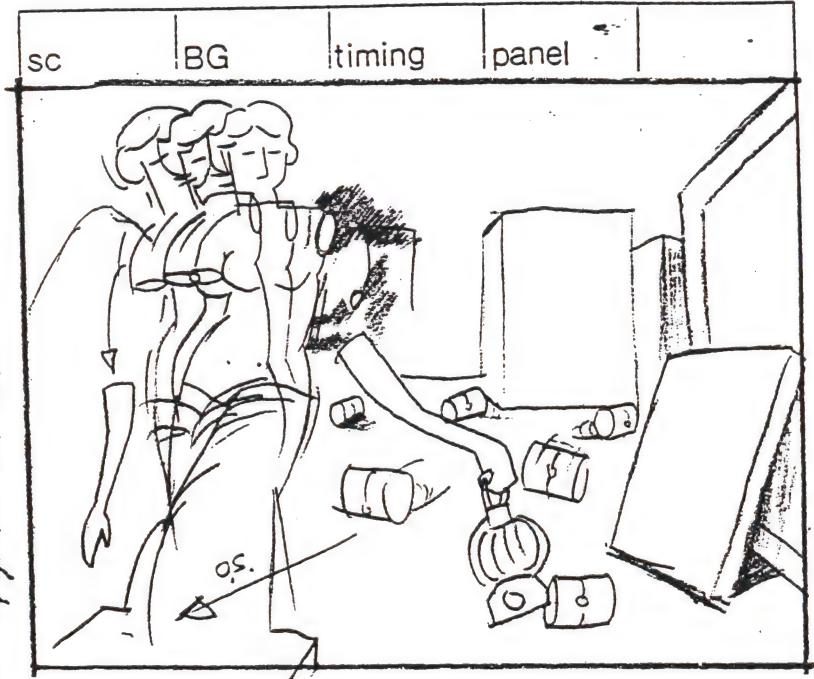
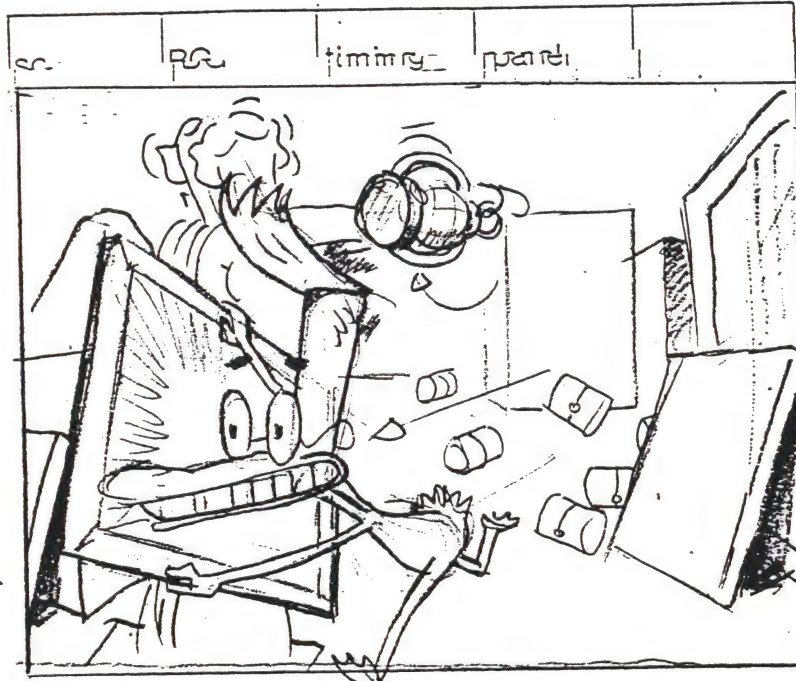
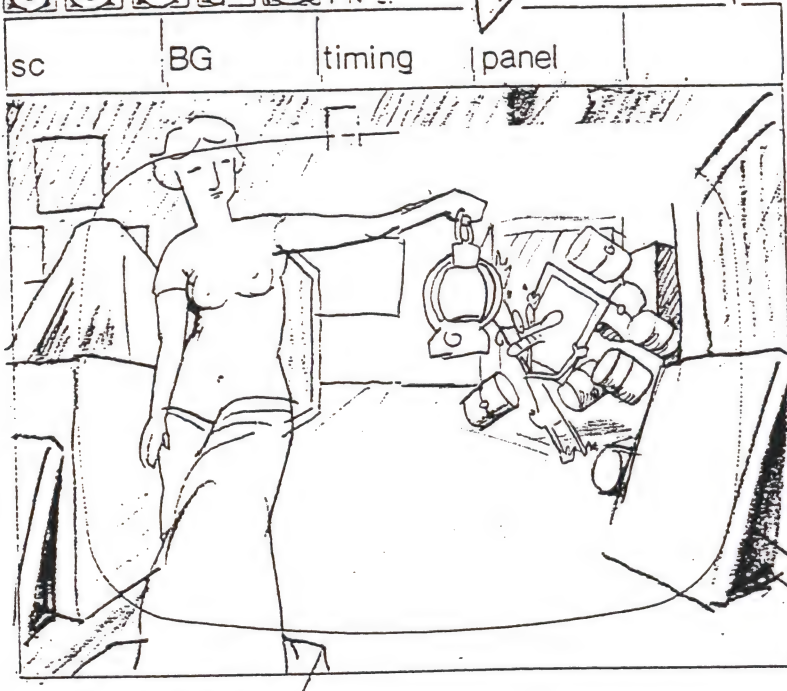
director's notes

QUICK! HE GRABS PAINTING & RUNS O.S.
SHIT EATING GRIN

V. de Mita



timing



dialogue

director's
notes

DUCKMAN SKIDS INTO

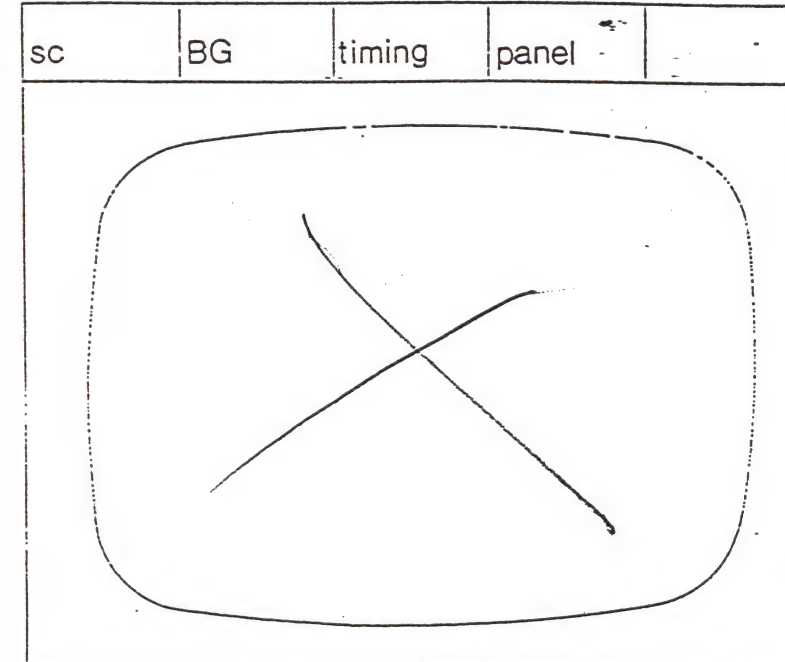
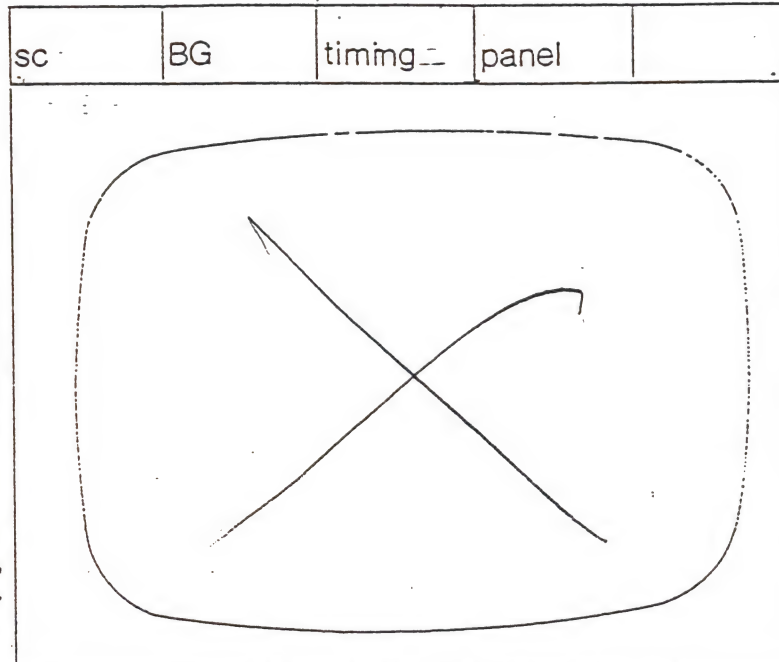
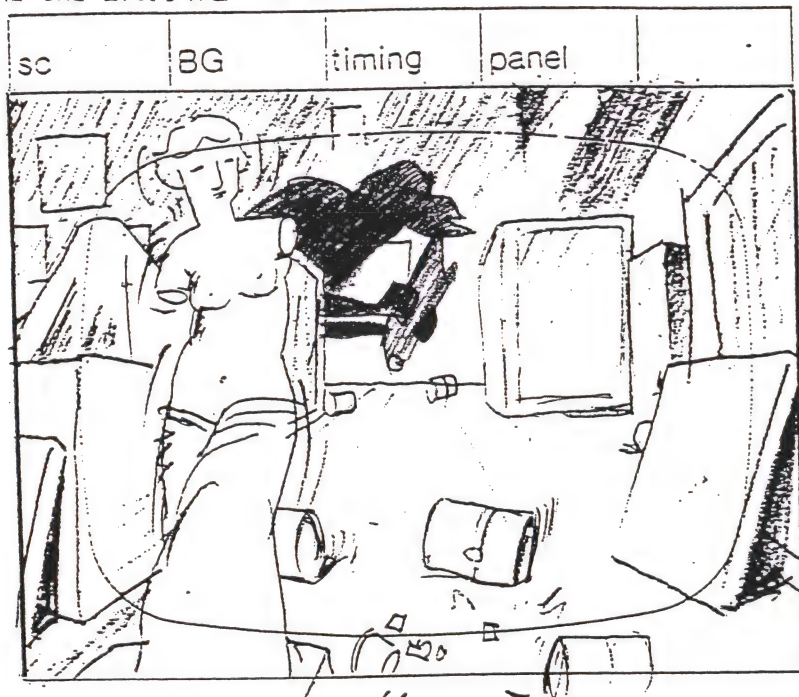
~~knocking over a stack of~~
soup cans, running into the STATUE OF A WOMAN, KNOCKING THE
ARMS OFF, and it becomes the VENUS DE MILO.

DUCKMAN BUMPS INTO
VENUS D. MILO

VENUS D. MILO'S ARMS FALL
OFF.

NOTE: SHADOW OF CRISCO
ON BACK WALL RISING
& ENLARGING

timing

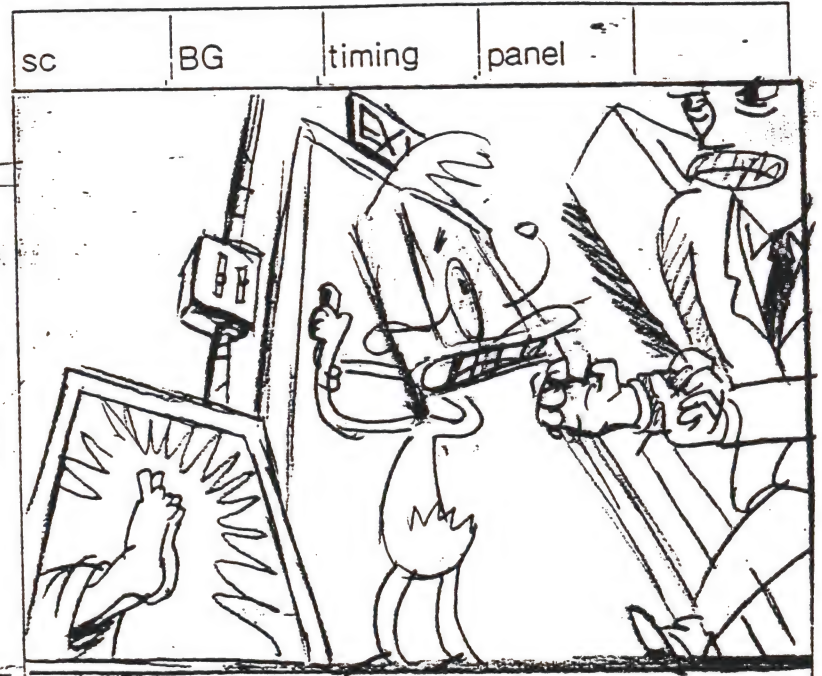
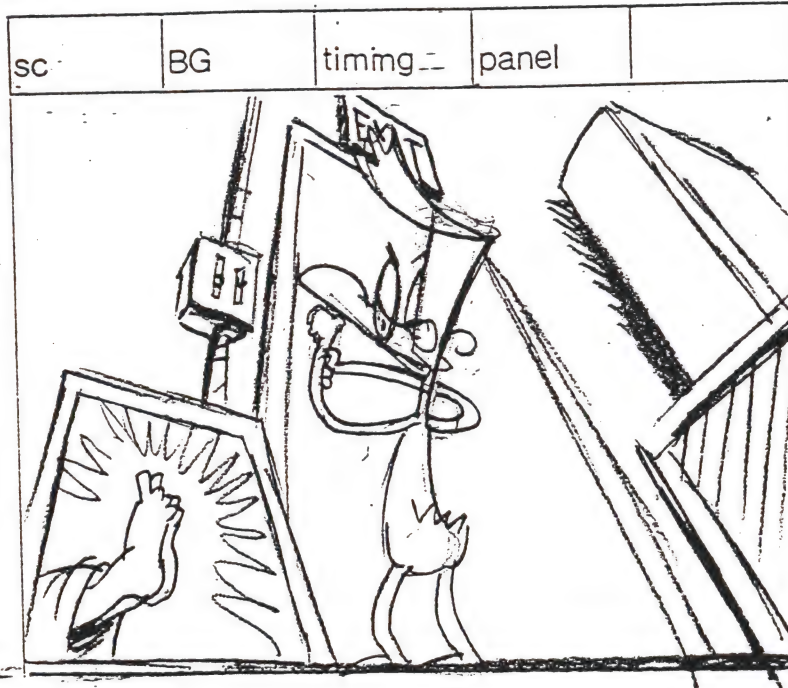
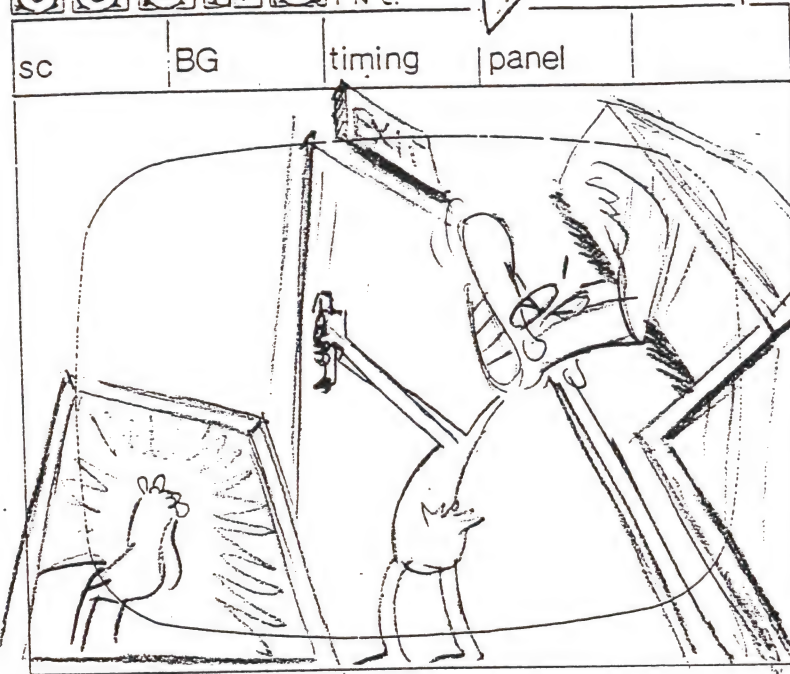


dialogue

director's
notes

LANTERN CRASHES O.S.

timing



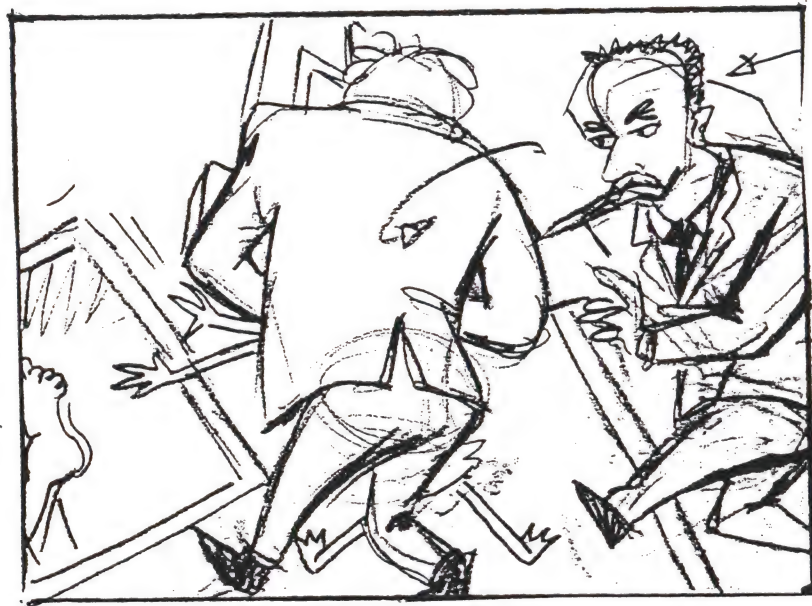
dialogue

director's
notes

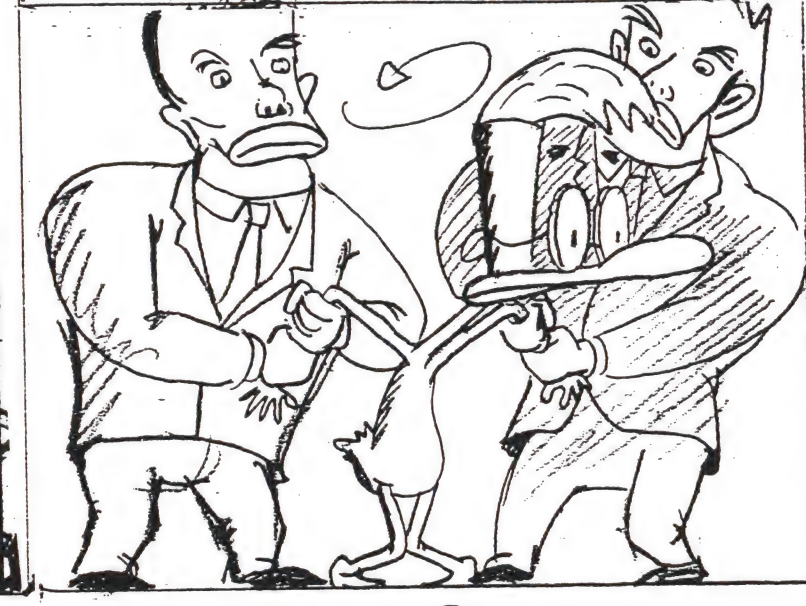
◁ ————— ▷
CYCLE FAST

timing

sc	BG	timing	panel
----	----	--------	-------



sc	BG	timing	panel
----	----	--------	-------



sc	BG	timing	panel
----	----	--------	-------



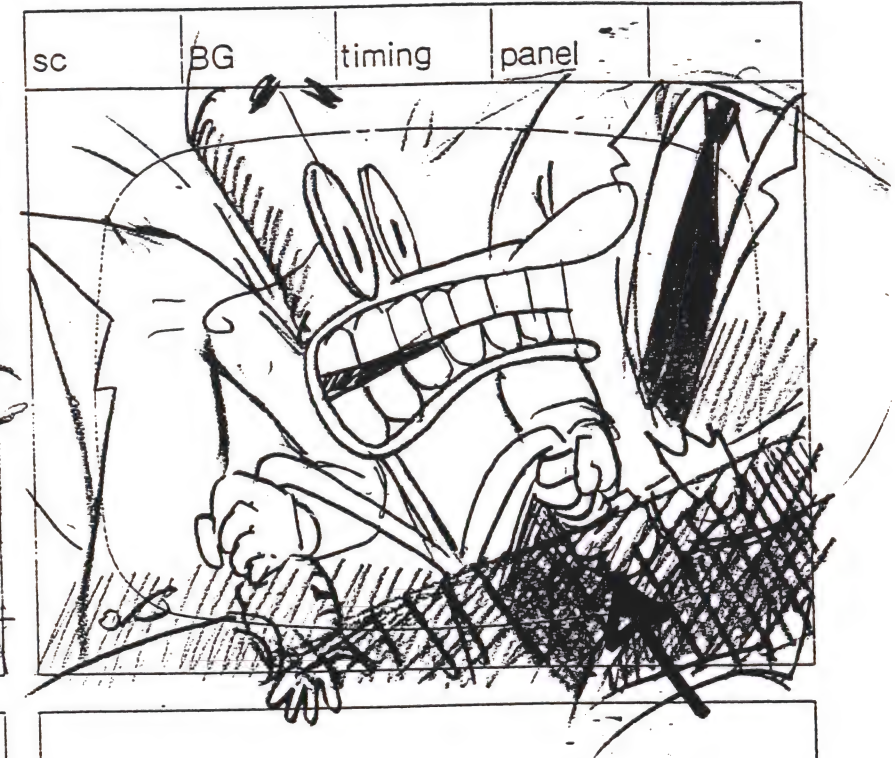
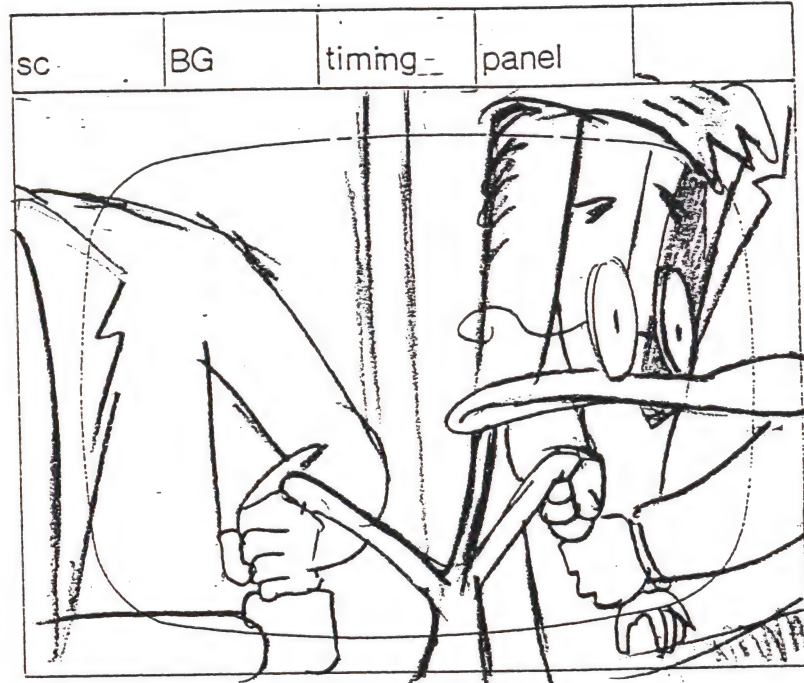
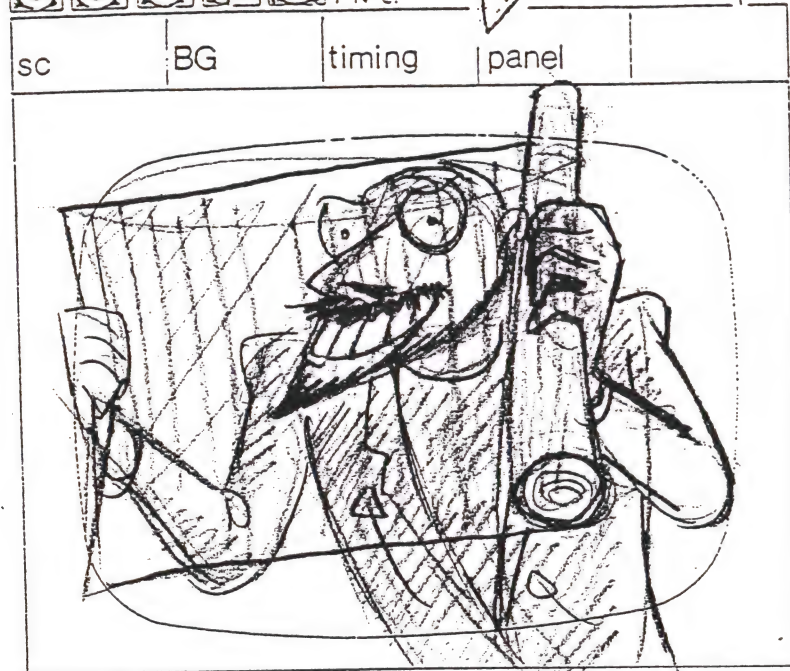
dialogue

director's
notes

timing

red

CRISCO WALKS PAST
VENUS DIMILO & UP
TOWARDS CAMERA



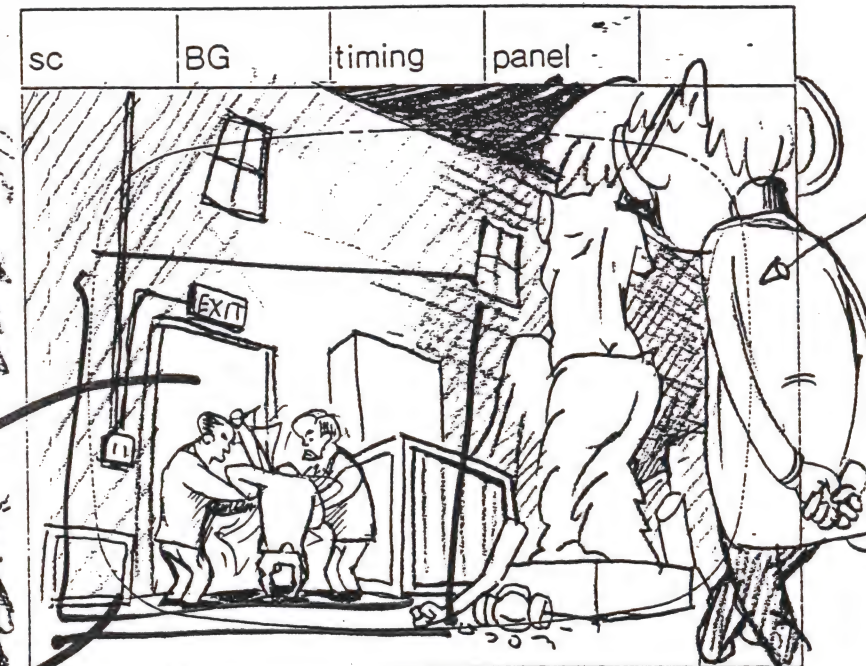
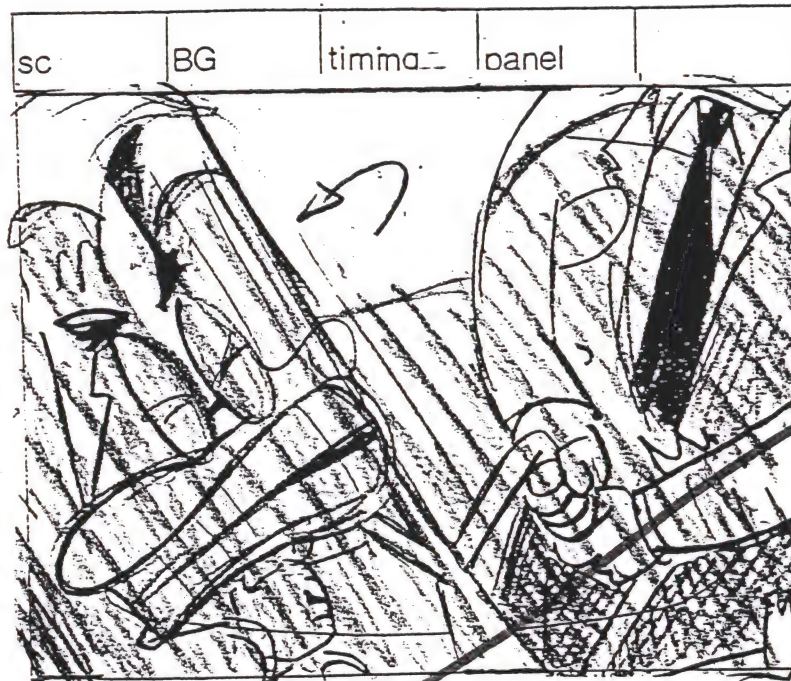
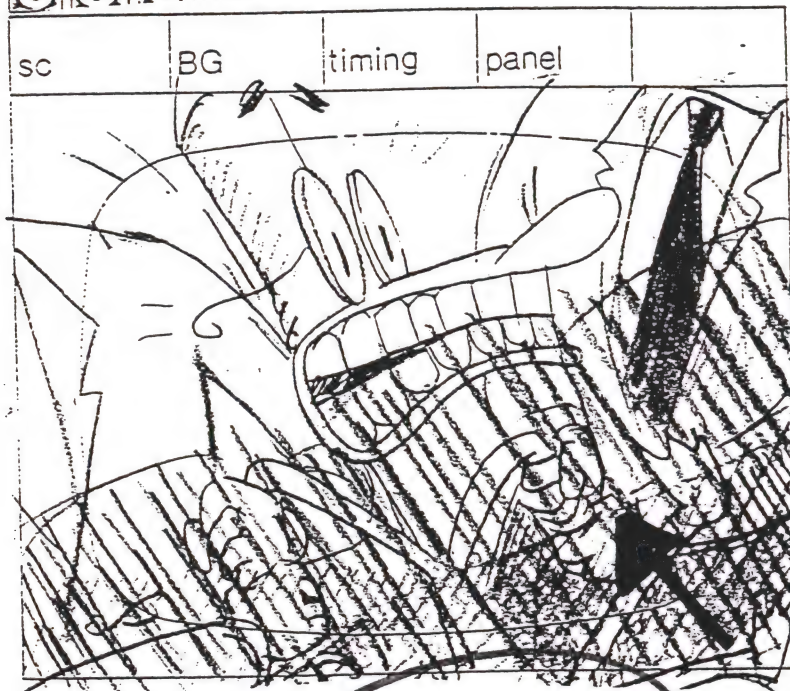
dialogue

director's
notes

HE RAISES RED FOIL
& WE SEE HIS EYES
& SMILE TURN RED.

DUCKMAN KICKS &
SQUIRMS AS RED GEL
SHADOW GLIDES UP
HIS BODY
NOTE = RED COLOR CHANGE
CONFORMS TO BODY SHAPE

timing



dialogue

now
exit

director's
notes

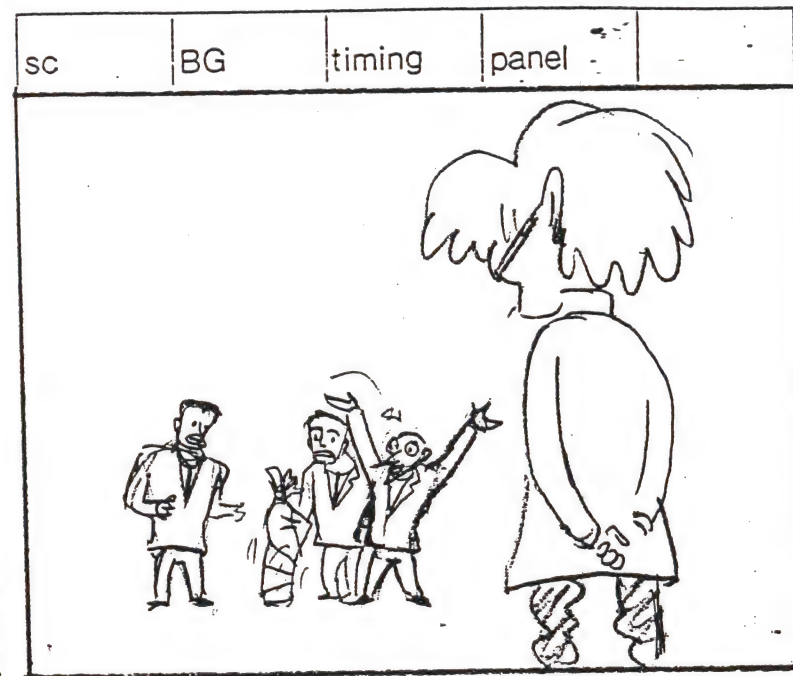
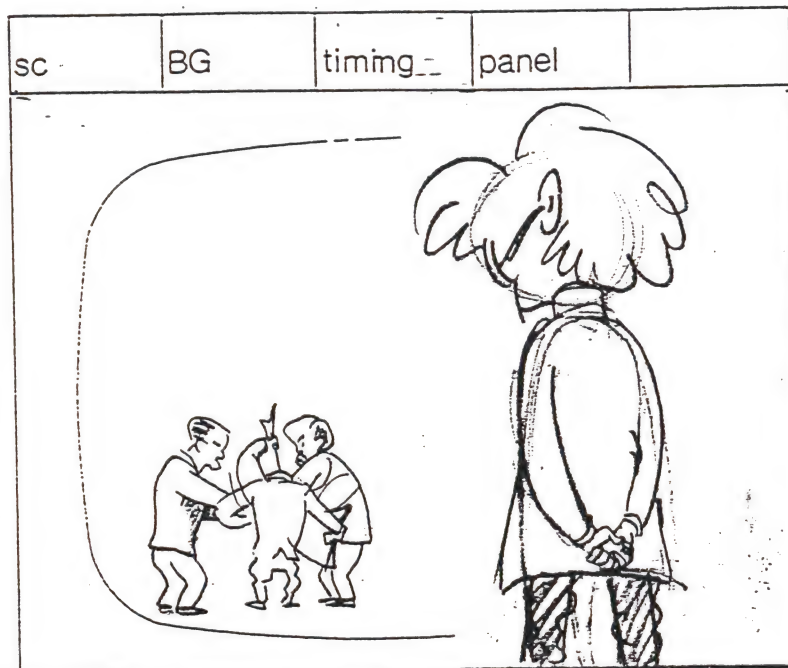
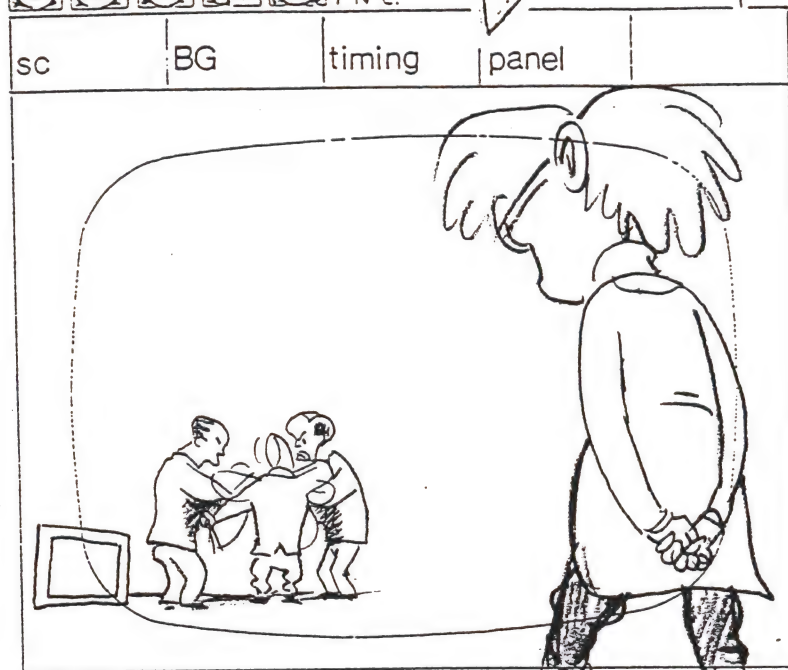
WHEN GEL SHADOW
CROSSES HIS EYES HE
TURNS HEAD & SQUINTS

reda

Mmmmm! Mmmmm! Mmm! DUCKMAN...

CRISCO'S BODY HIDES DUCKMAN.
CRISCO'S ARMS BLUR AS HE
QUICKLY TIES UP DUCKMAN.
DADA WALKS INTO SC.

timing



dialogue

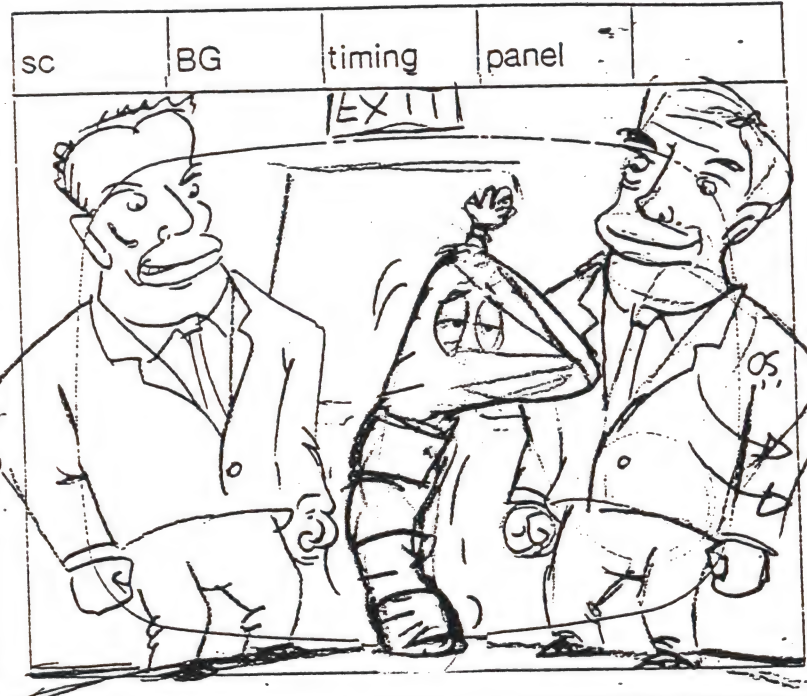
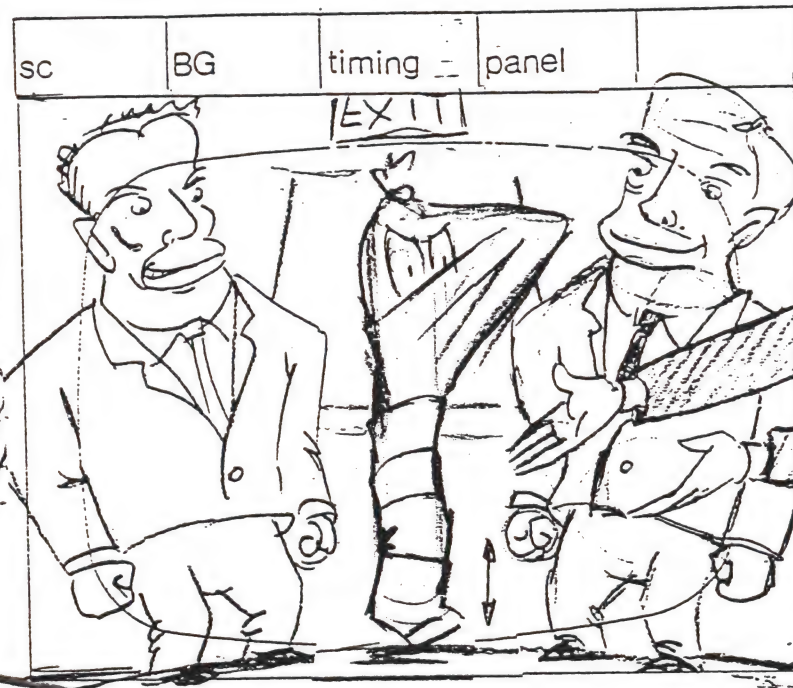
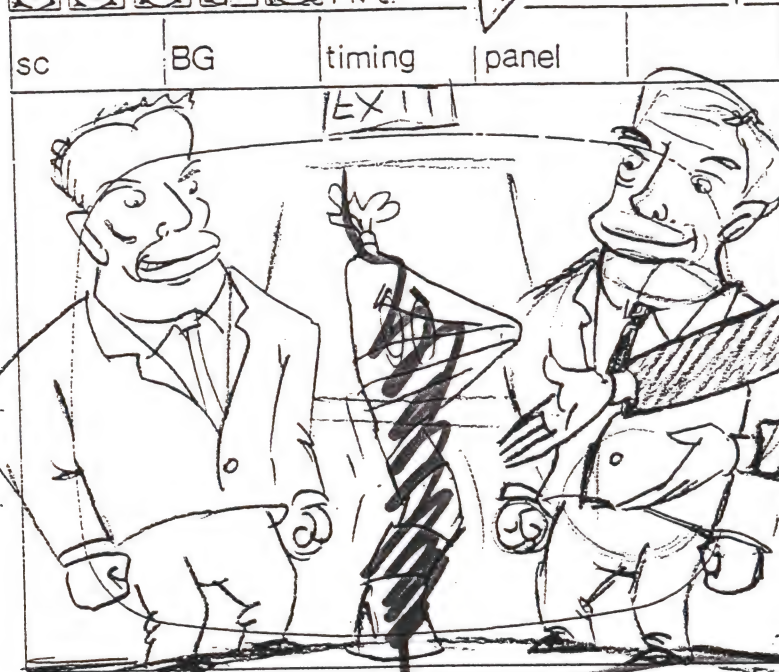
director's notes

timing

CRISCO JUMPS BACK
& POINTS @ D'MAN
DADA CLAPS

CRISCO
GESTURES
@ D'MAN





dialogue

director's notes

Red w. 14/11
Shiny.

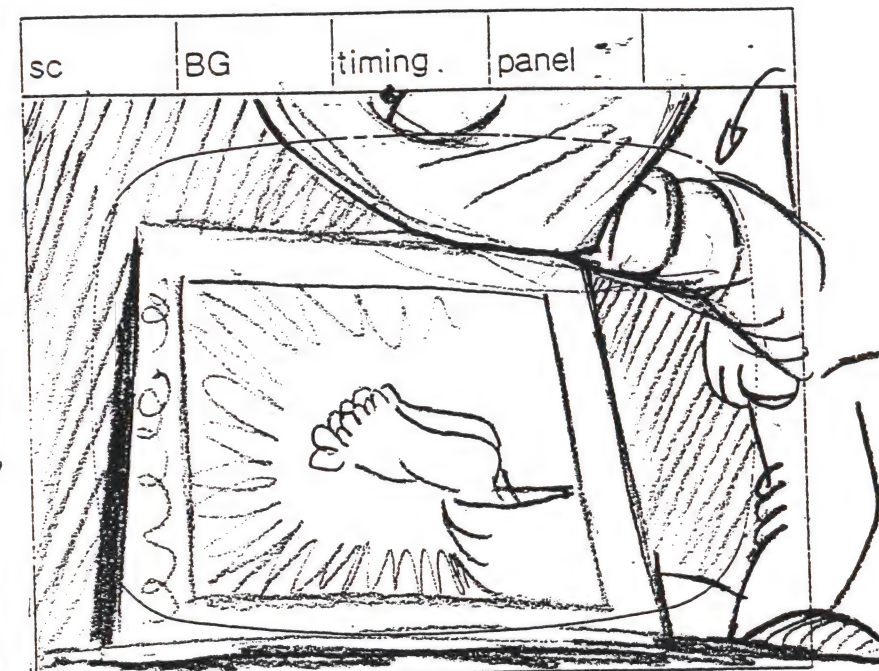
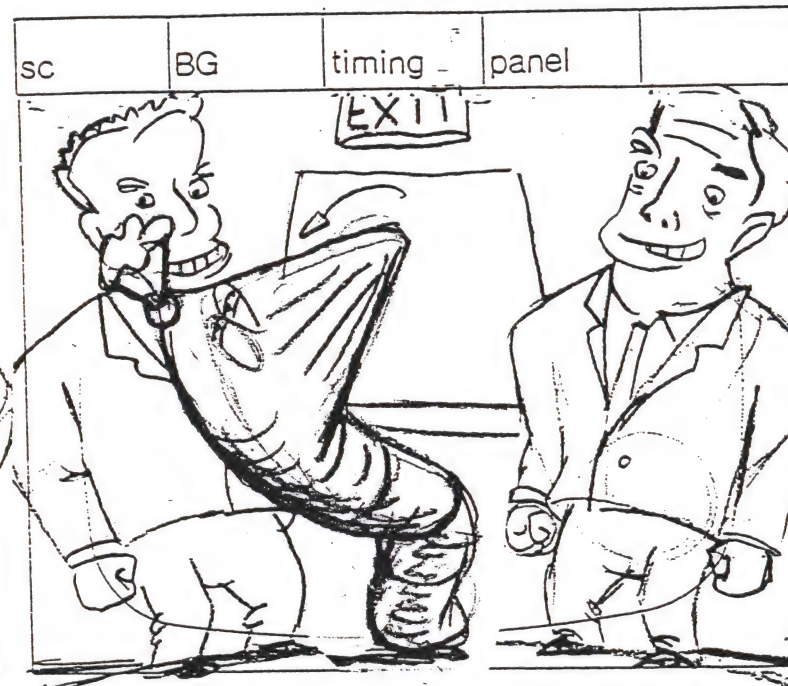
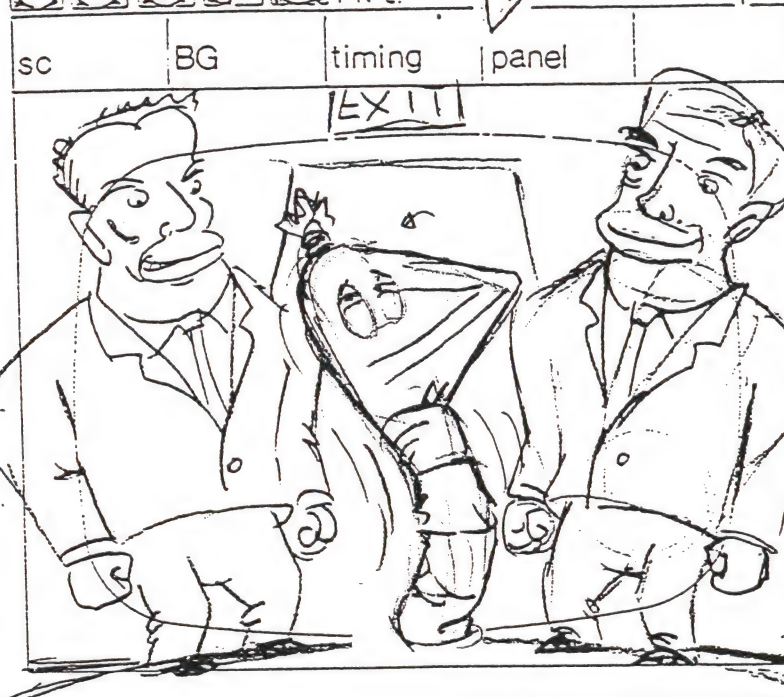
SFX DADA CLAPPI

HE JUMPS UP & DOWN

HIS EYES GROW WEAK
& HE WOBBLES

CRISCO'S HANDS OUT

timing



dialogue

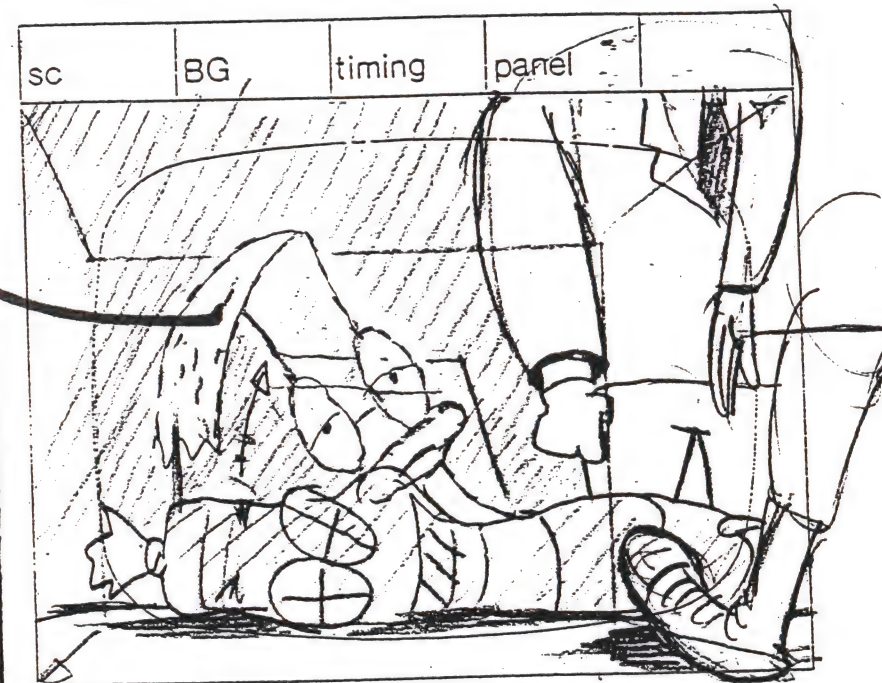
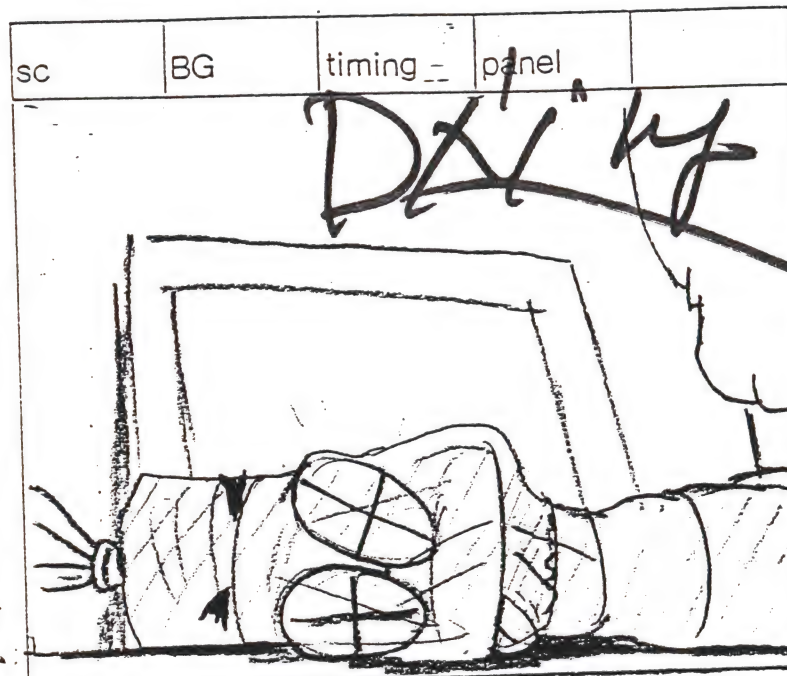
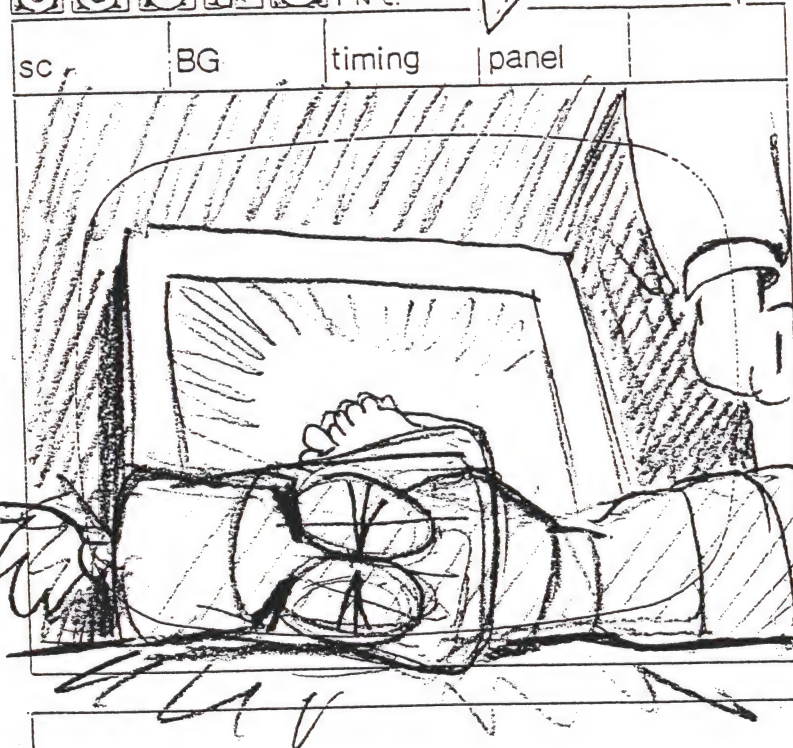
director's
notes

timing

HIS EYES ROLL UP IN
HIS HEAD

§ HE FALLS OVER

Show _____ Title _____



dialogue

director's notes

SLIGHT CAMERA SHAKE.



ANTIC
INTO X'D OUT EYES

timing

TONGUE

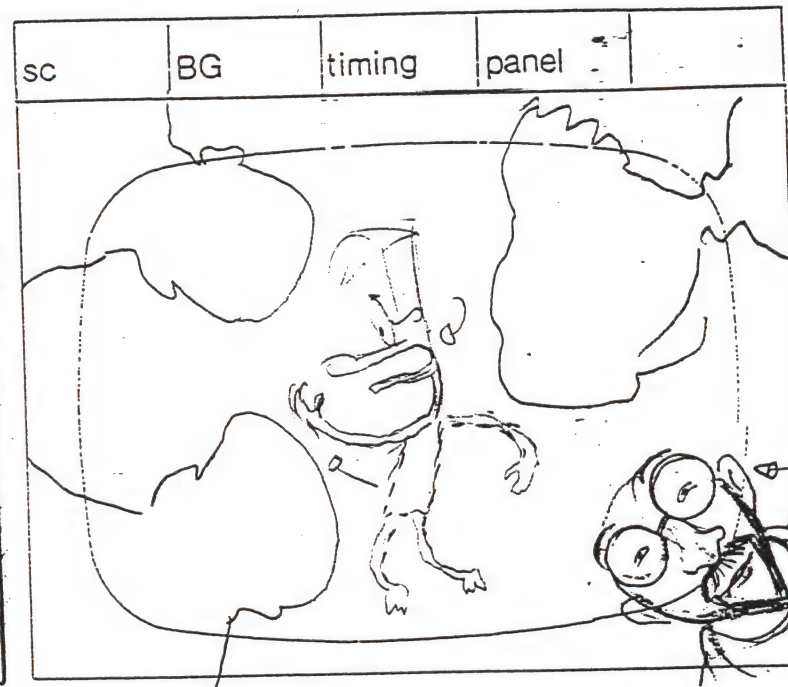
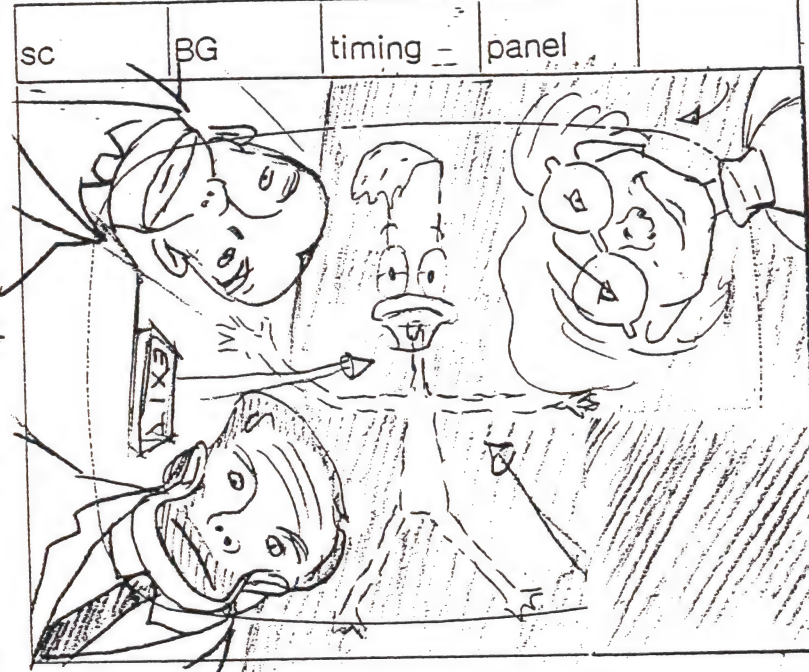
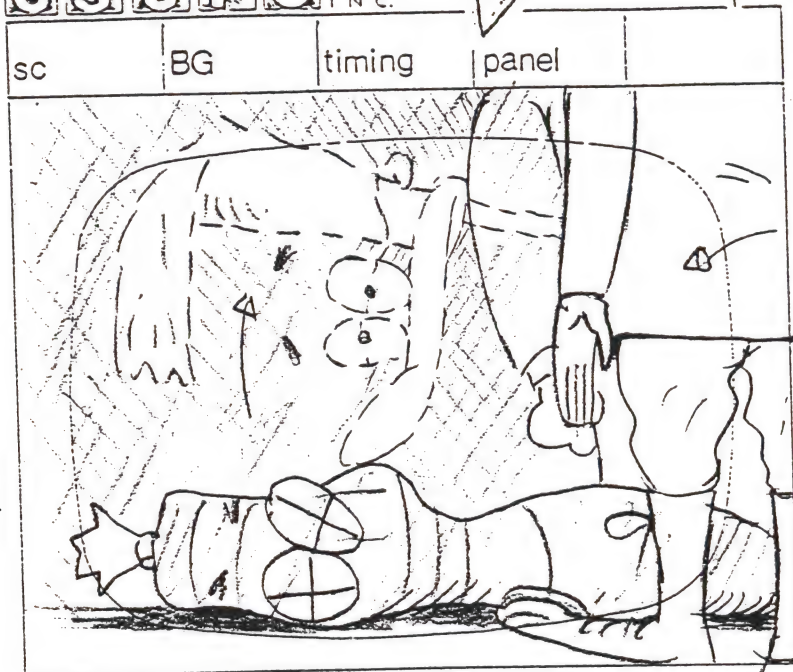
BIG DADA
(looking at wrapped body)
I don't know how he tracked it down,

BEHIND FOIL - DUCKMAN'S
EYES "X" OUT & HIS
TONGUE STICKS OUT

DX DUCKMAN'S GHOST
BEGINS TO RISE OUT
OF HIS BODY
TRUCK OUT AS DADA
STEPS INTO SC,

THRU RIPPLE GLASS

Show _____ Title _____



(VO) DADA
but he won't tell anyone now...

DUCKMAN
What the---?!

DUCKMAN (CONT)
This can't be

DUCKMAN
BLINKS

‡ RISES OS.

NOTE: DADA IS ON OVERLAY
DUCKMAN CANT BE
SEEN THRU HIM.

DX DUCKMAN
THRU RIPPLE GLASS

DUCKMAN IS RECEDING
FROM CAMERA

DADA LEANS IN

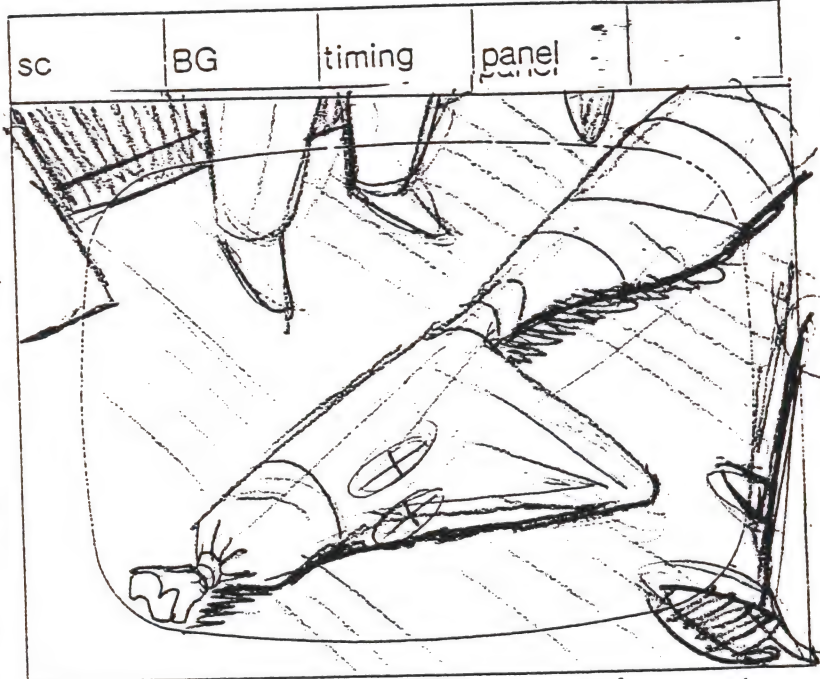
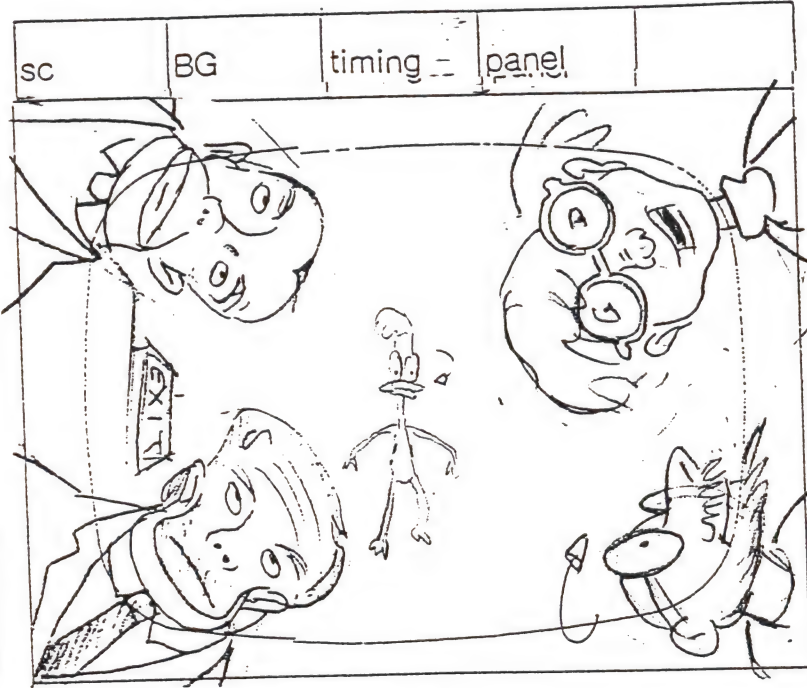
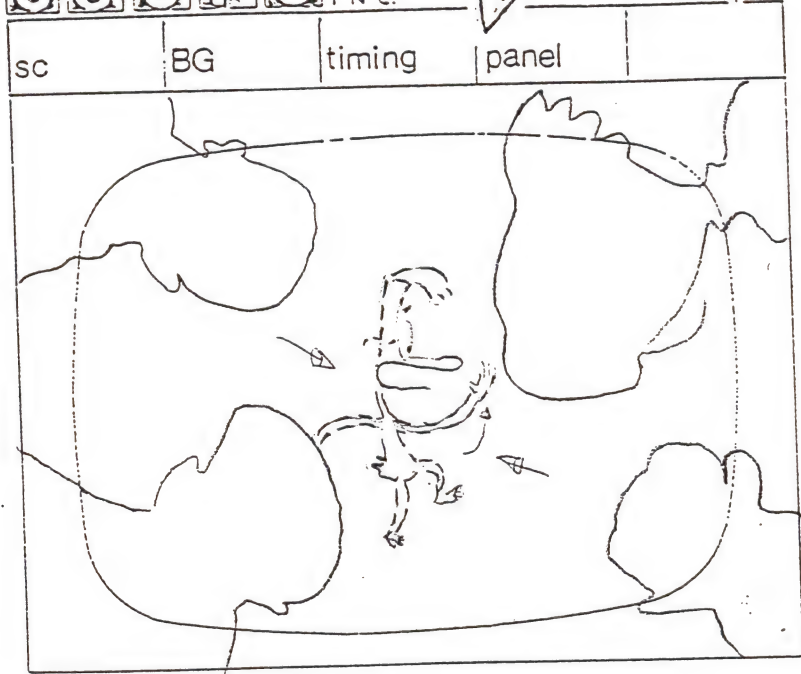
DX DUCKMAN
THRU RIPPLE GLASS

AD LIB BLINKS

CRISCO LEANS IN

timing

Show _____ Title _____



dialogue

DUCKMAN (CONT)

what I think it is...!

DADA

This will be your greatest work ever, Crisco.

DUCKMAN LOOKS DOWN
@ HIS BODY!

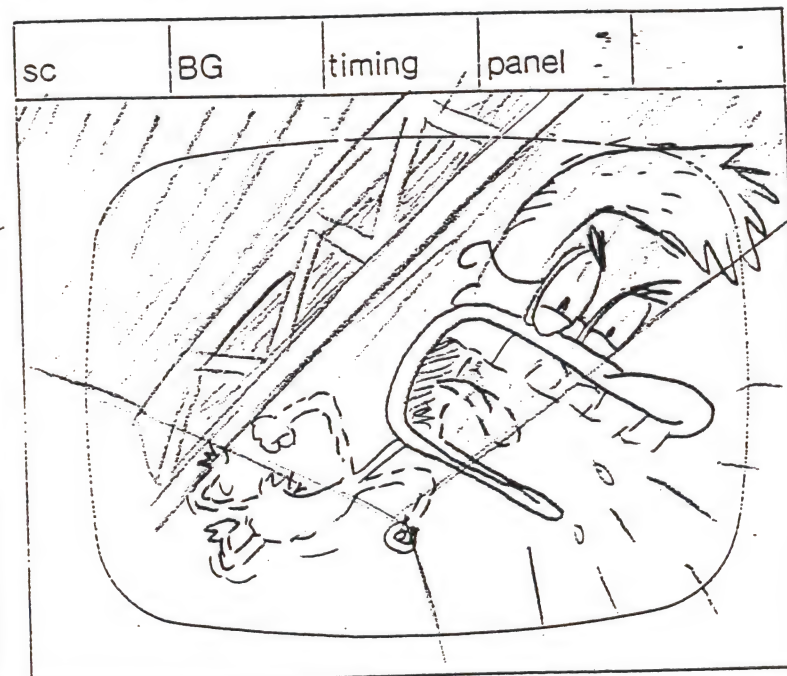
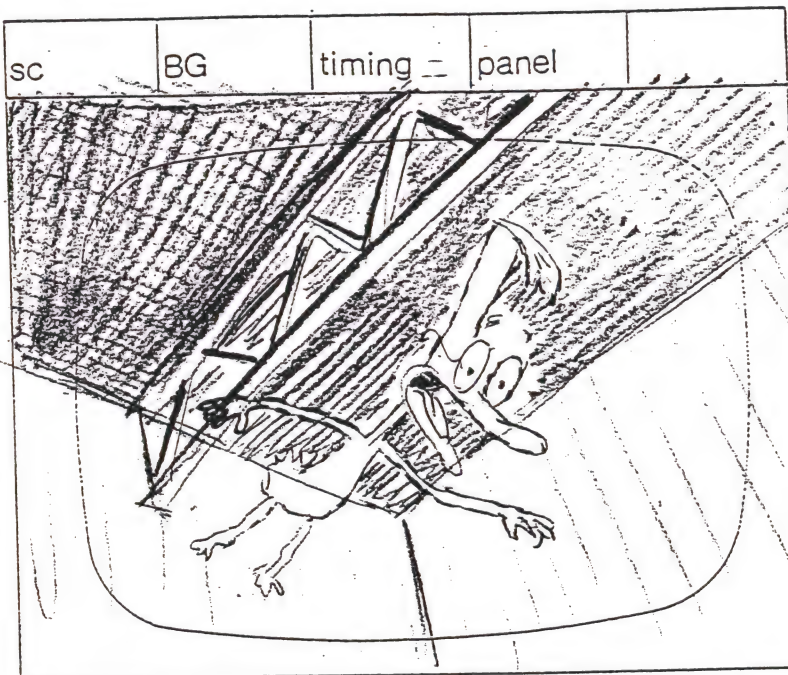
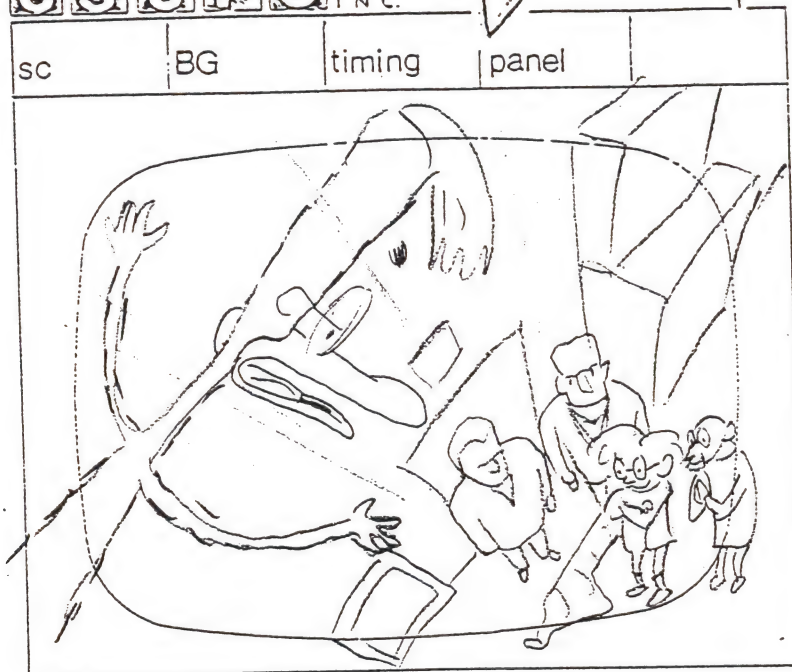
CRISCO TURNS TO LOOK @
DADA.

~~We'll display it off
the highway just outside a major
metropolitan area, thousands will
come to see it, we'll charge
admission, there'll be media,
concession stands, T-shirts...and
the critics say art is dead...~~

director's
notes

timing

Show _____ Title _____



dialogue

I don't know (art) DUCKMAN

but I know what I liked...

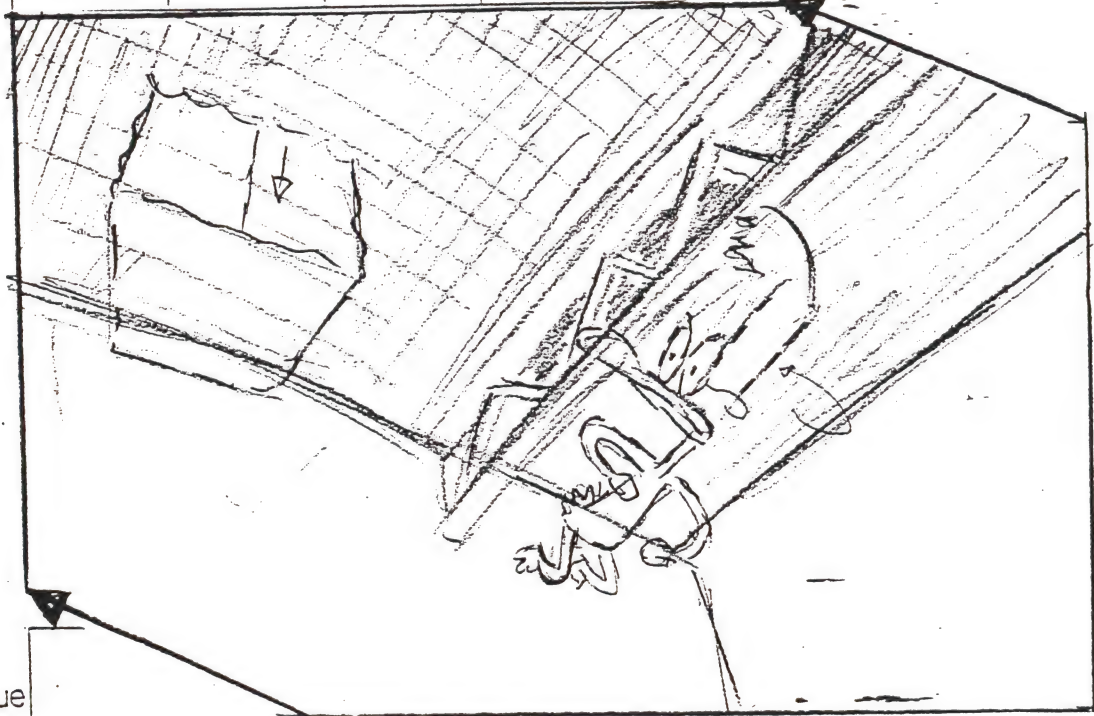
(then SCREAMING)
Breeeathing...!!

director's
notes

DX DUCKMAN - THRU RIPLE GLASS

timing

sc	BG	timing	panel
----	----	--------	-------

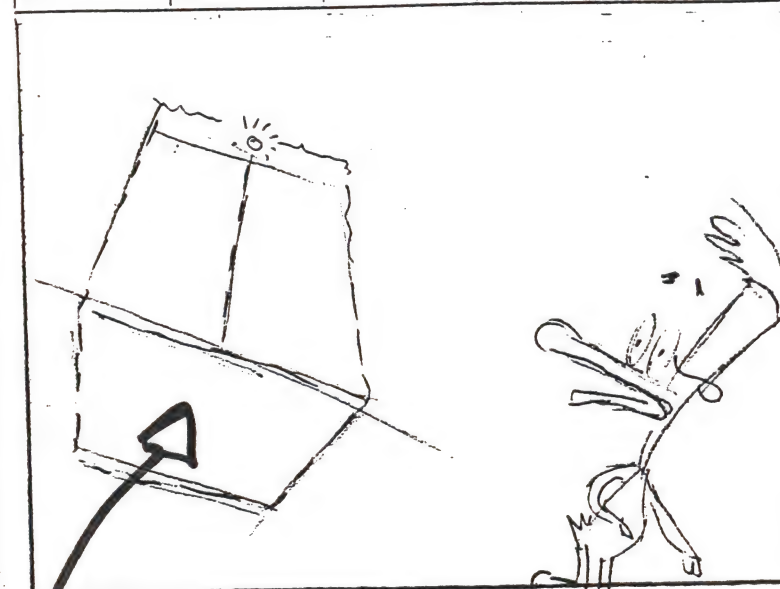


SHORT
DIAGONAL
PAN
W/DUCKMAN'S
HEAD

DX'D ELEVATOR
(ALSO THRU RIPPLE
GLASS)

DESCENDS
THRU
CEILING

sc	BG	timing	panel
----	----	--------	-------

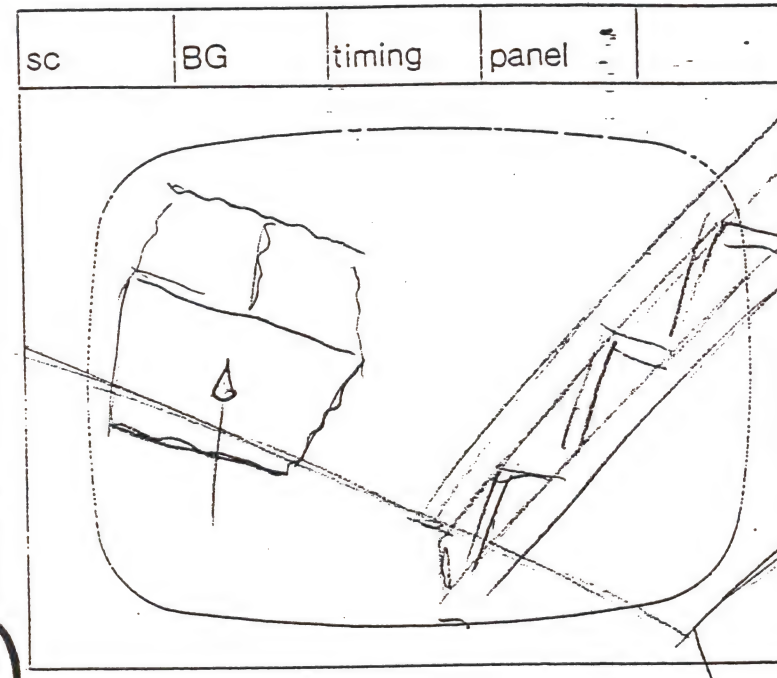
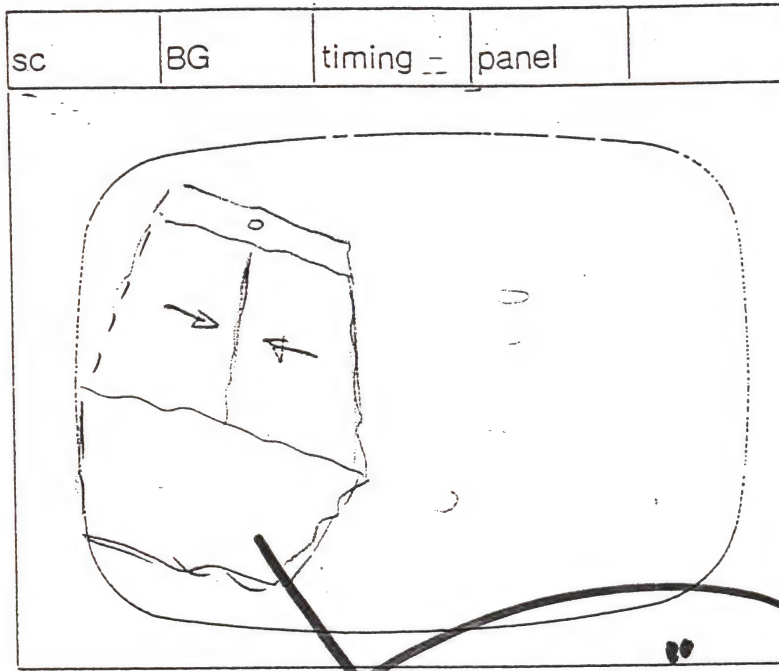
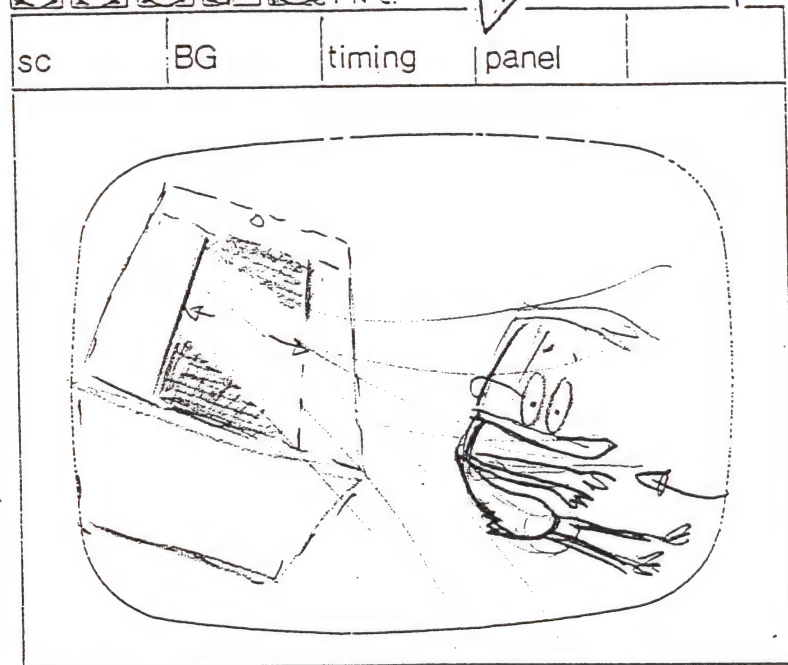


Dx'd Elevator

SFX: ELEVATOR DING

...and suddenly a GLASS ELEVATOR appears, opens and SUCKS HIM
IN, and...

timing



"Austere"
fits human
booth

dialogue

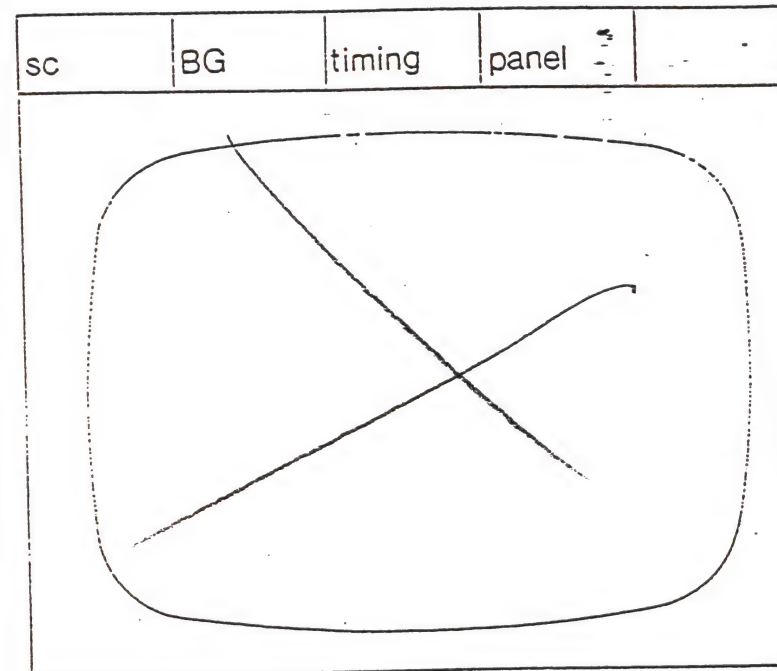
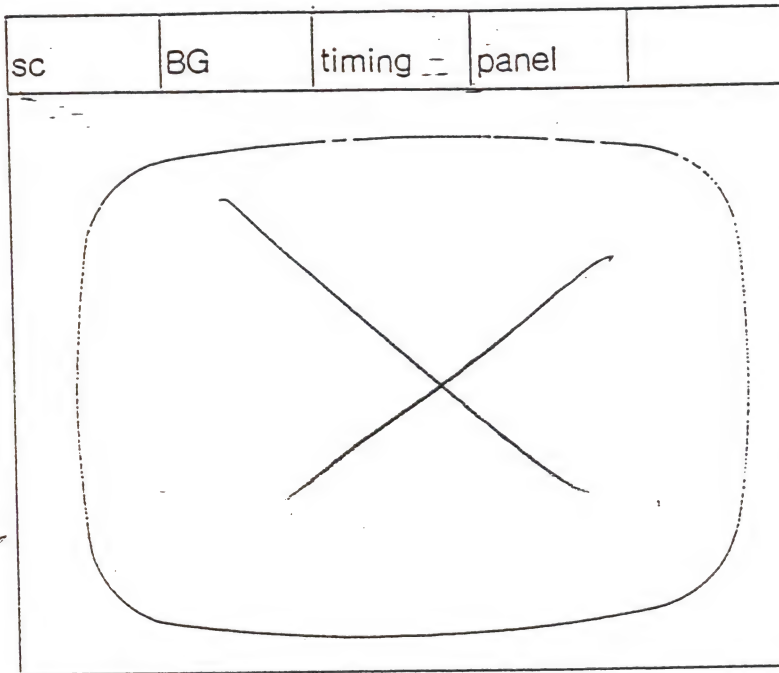
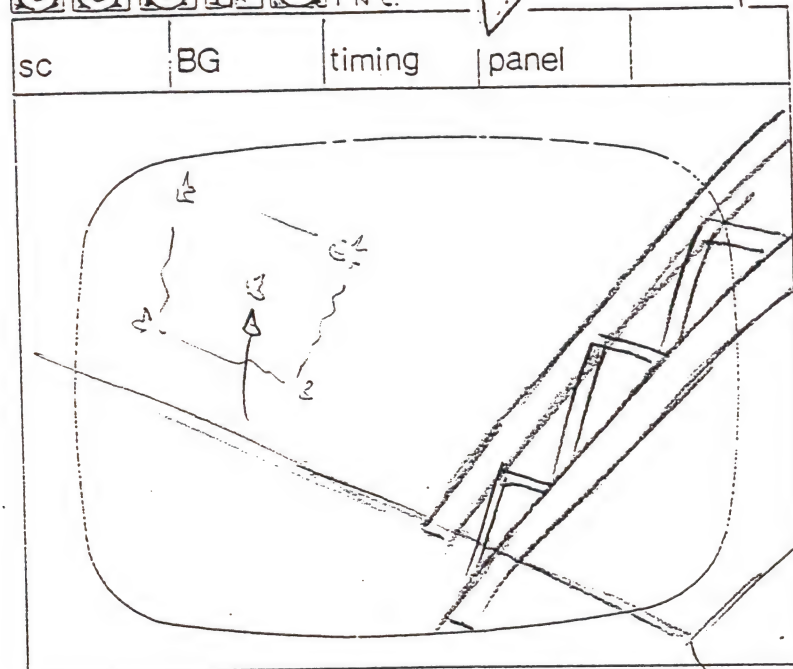
director's
notes

timing

DOORS OPEN & DUCKMAN
IS SUCKED IN

DOORS CLOSE

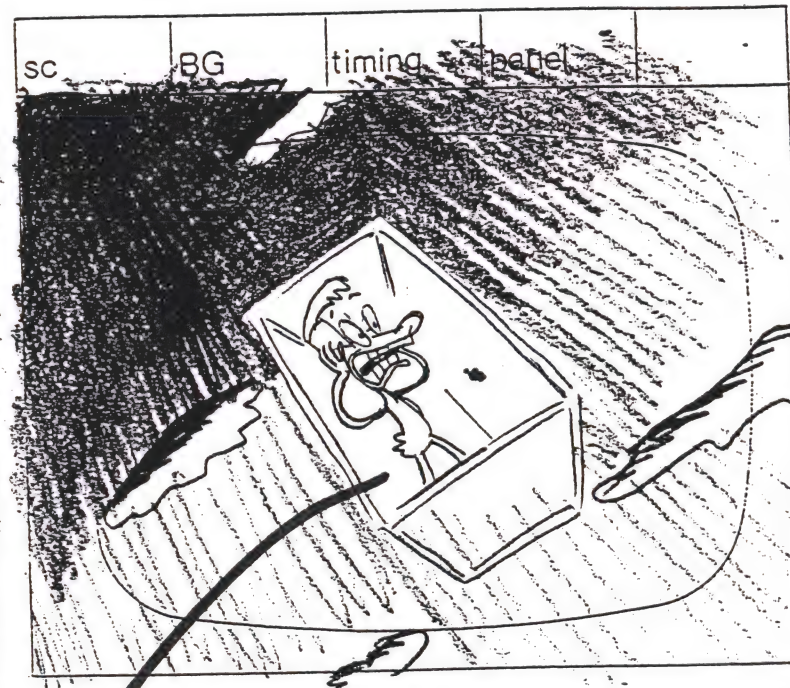
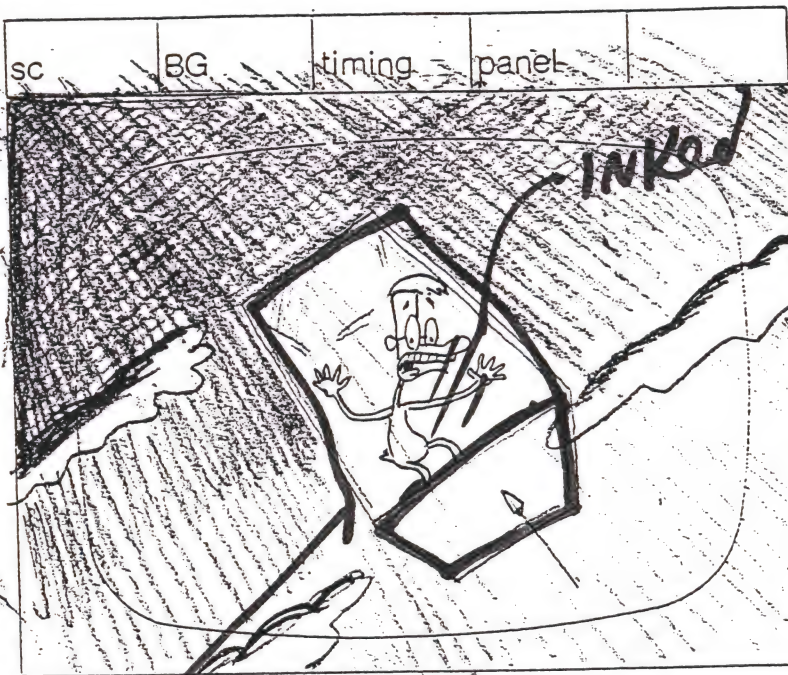
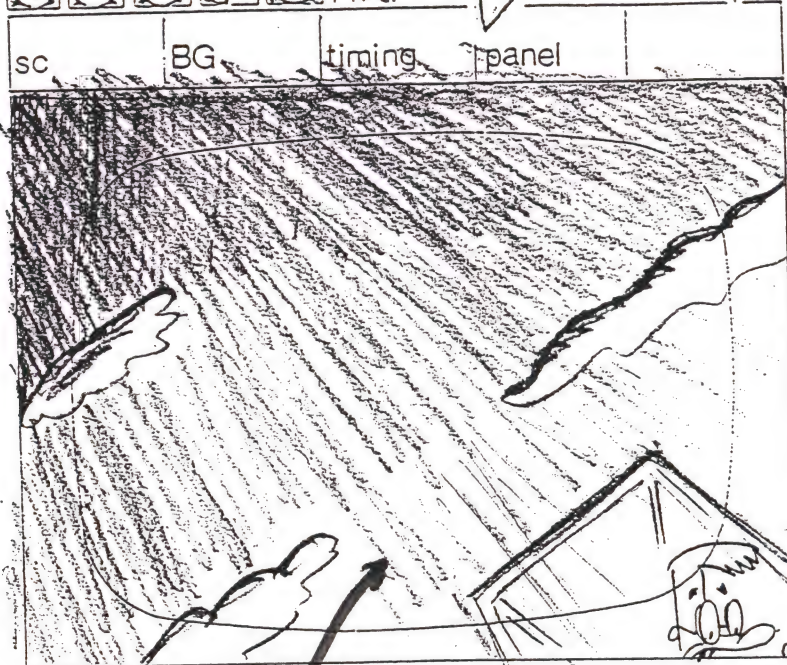
& ELEVATOR DISAPPEARS
INTO CEILING



dialogue

director's notes

timing



dialogue

I can't believe this,

putted

DUCKMAN
I'm actually

DXed INT. elevator

director's
notes

DX DUCKMAN & ELEVATOR
THRU RIPLE GLASS. HE RISES

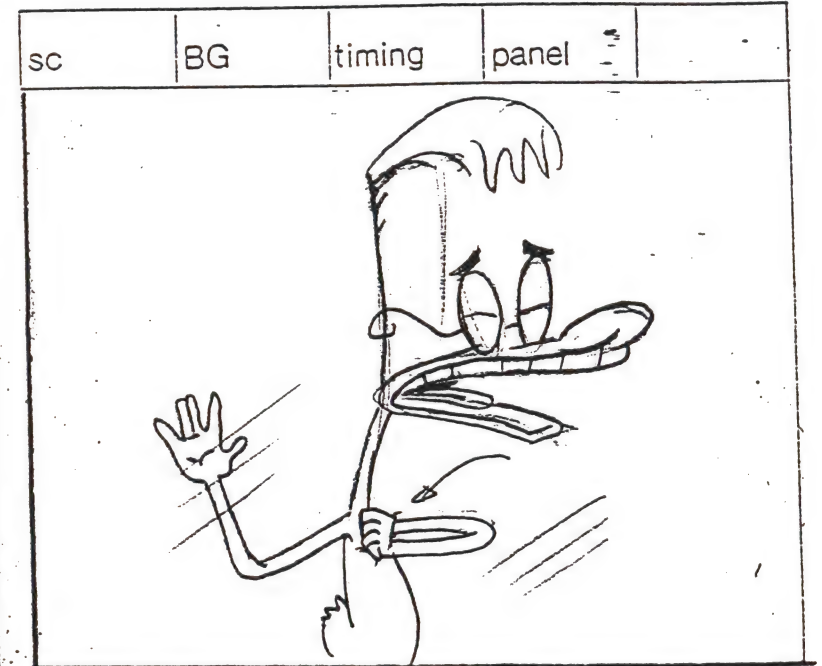
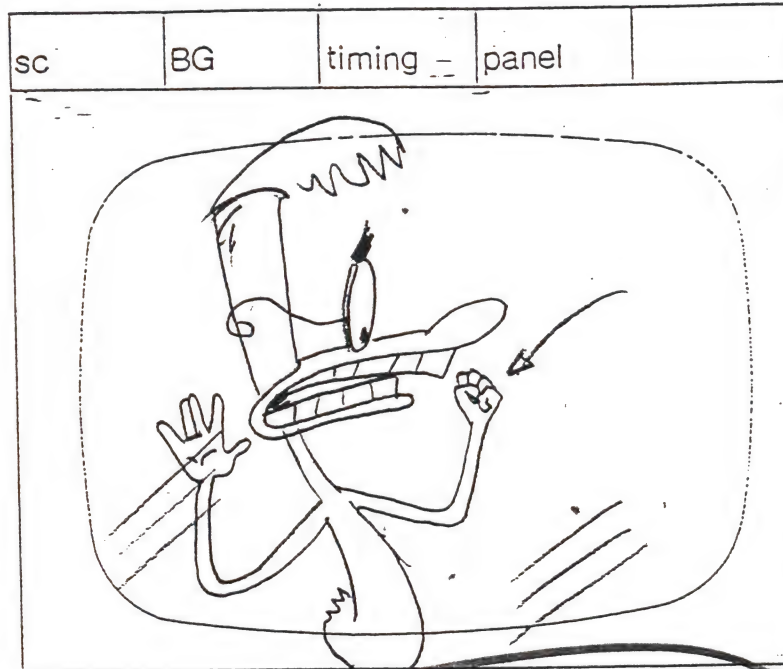
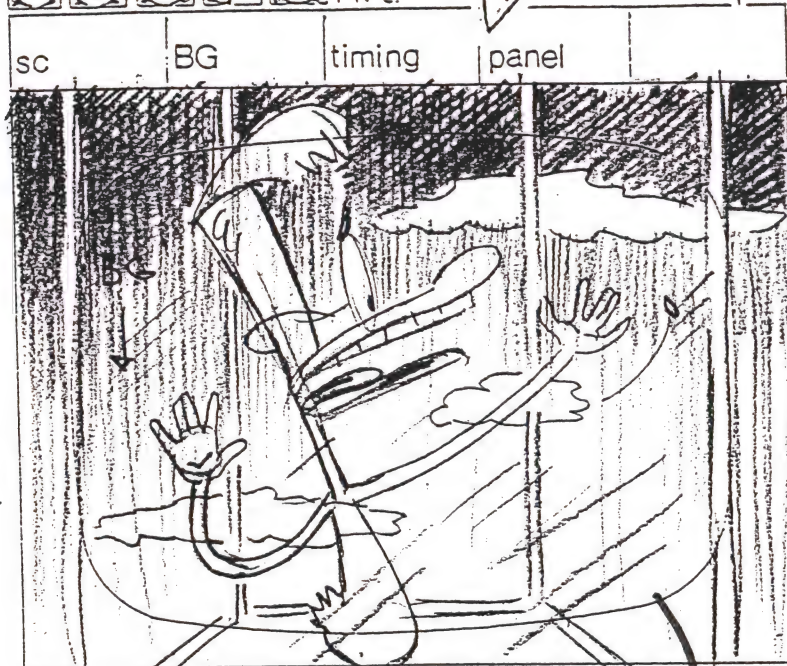
IN ELEVATOR TO CENTER FRAME

EASE IN BG PAN

SKY GROWS DARKER -
STARS APPEAR

HU

timing



dialogue

plucked from the

prime of

life...

director's
notes

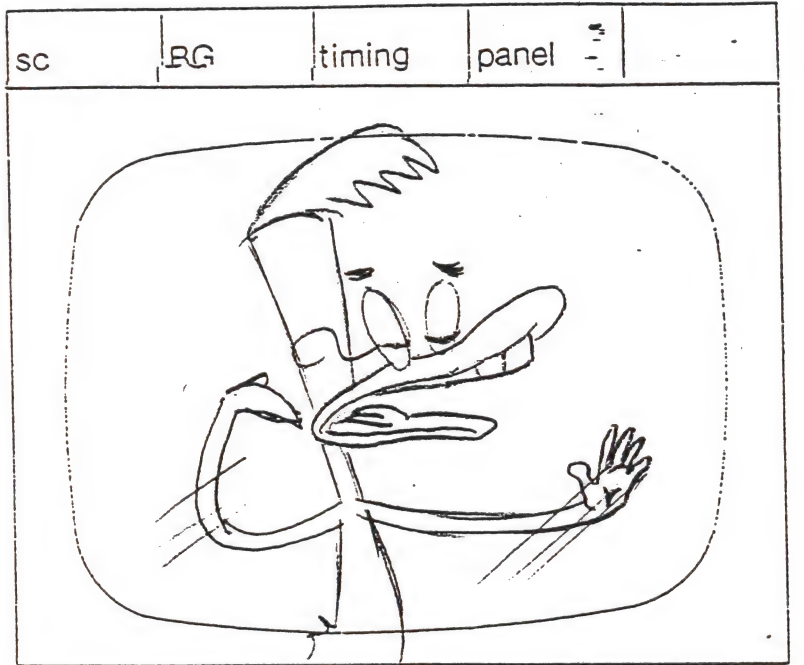
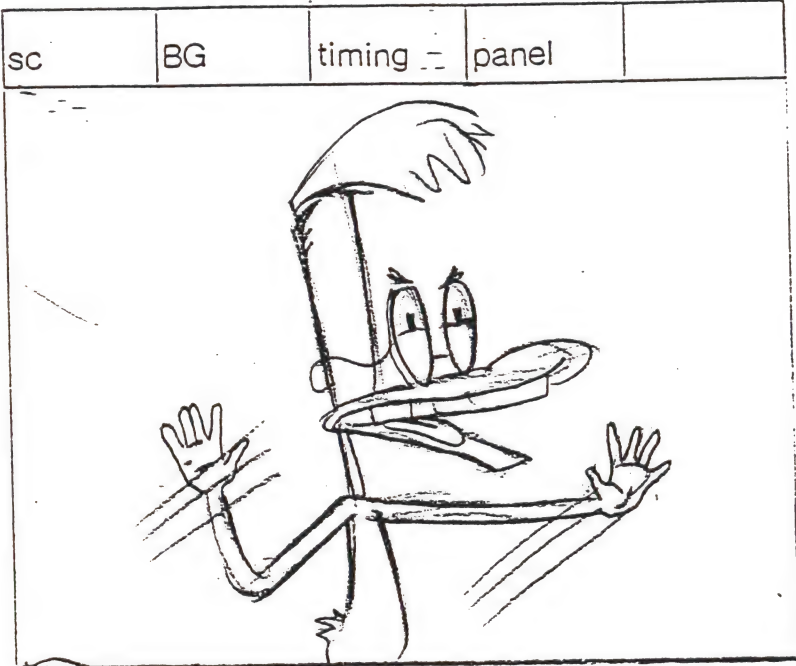
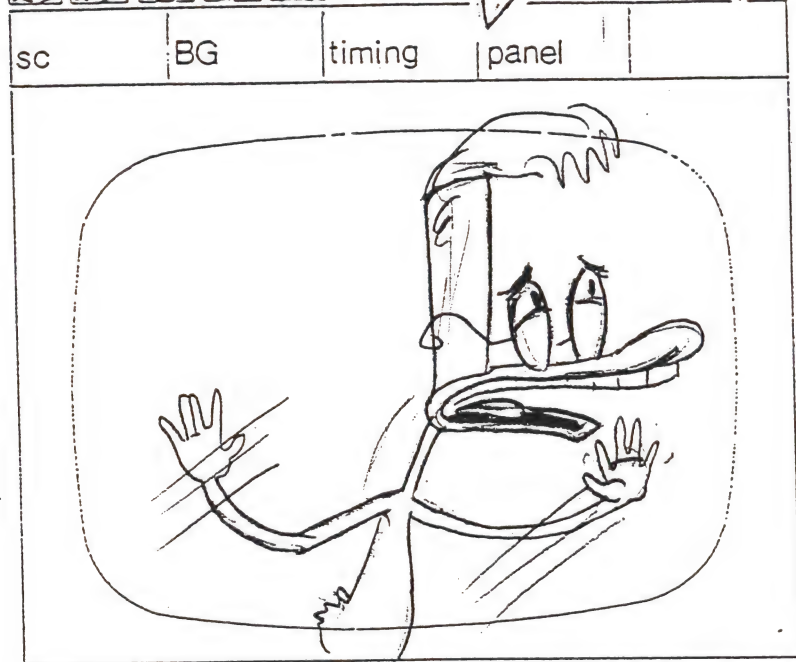
↓ SLOW BG PAN

ELEVATOR & DUCKMAN
DX'D OVER BG

NITE
30 vertical
can be sped up
Not Black

timing

Show _____ Title _____



dialogue

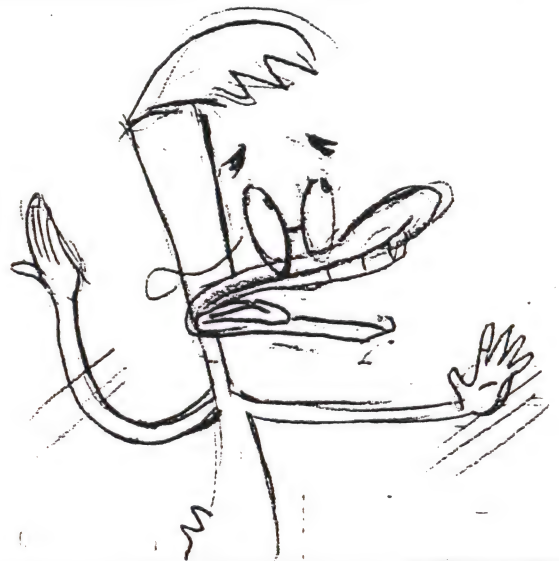
so many things I wanted to do,

climb the world's highest mountain,

swim a few channels,

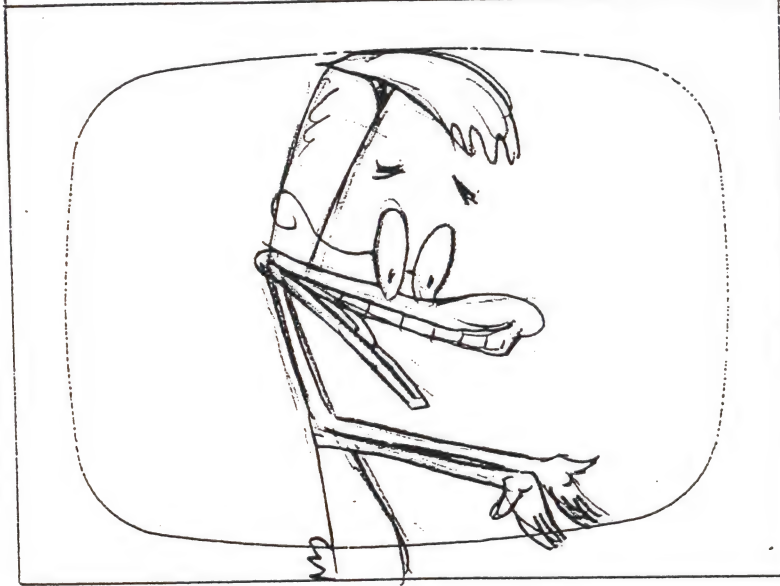
director's
notes

timing

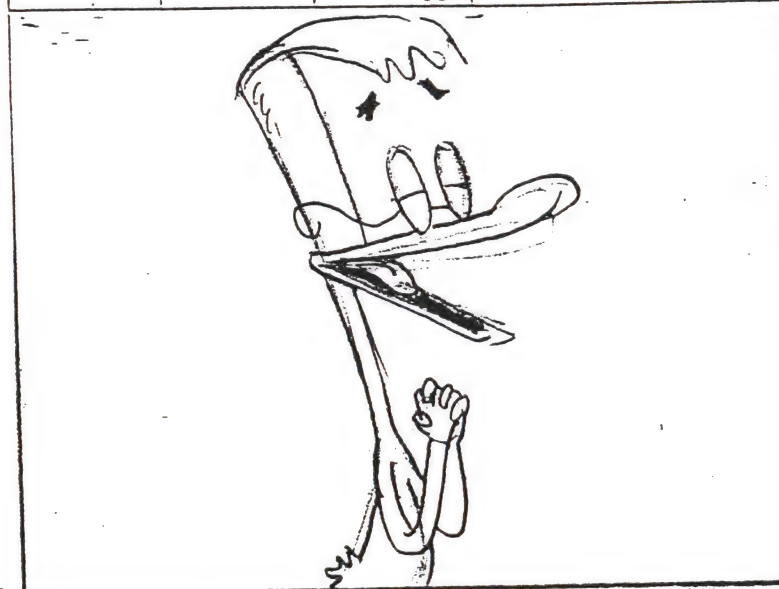


Show _____ Title _____

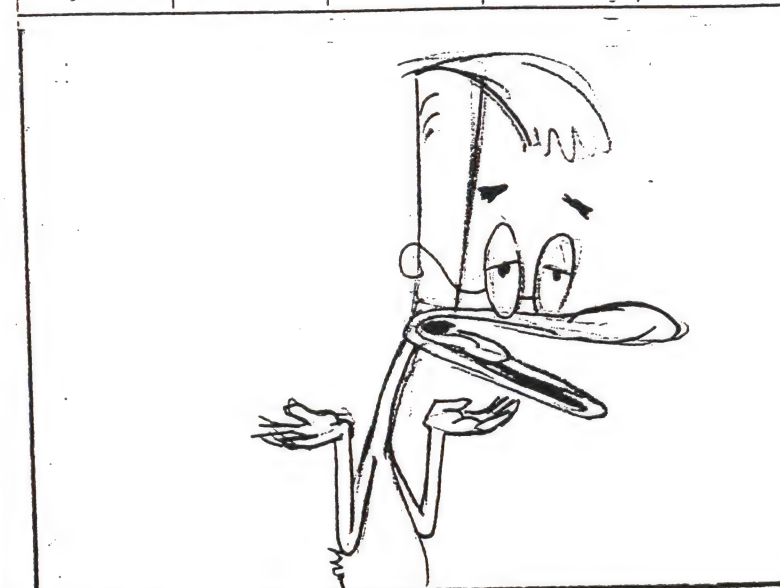
sc	BG	timing	panel
----	----	--------	-------



sc	BG	timing	panel
----	----	--------	-------



sc	BG	timing	panel
----	----	--------	-------



dialogue

invent something that

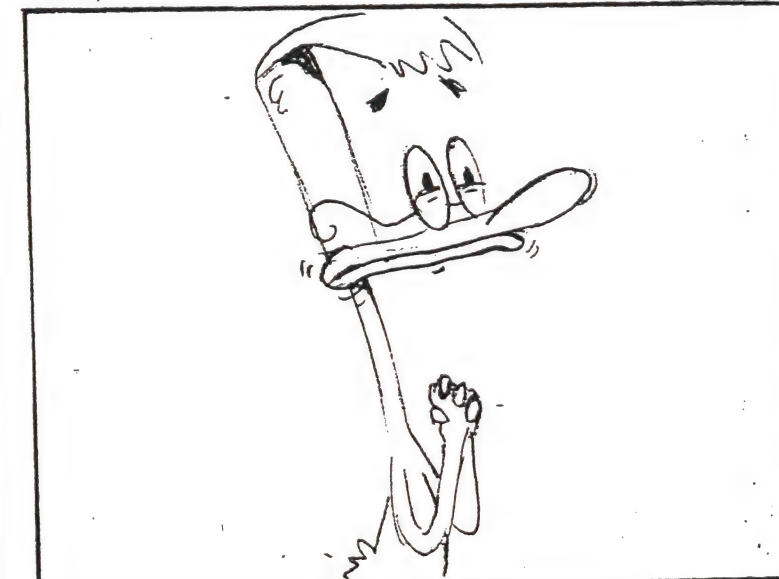
benefits mankind...

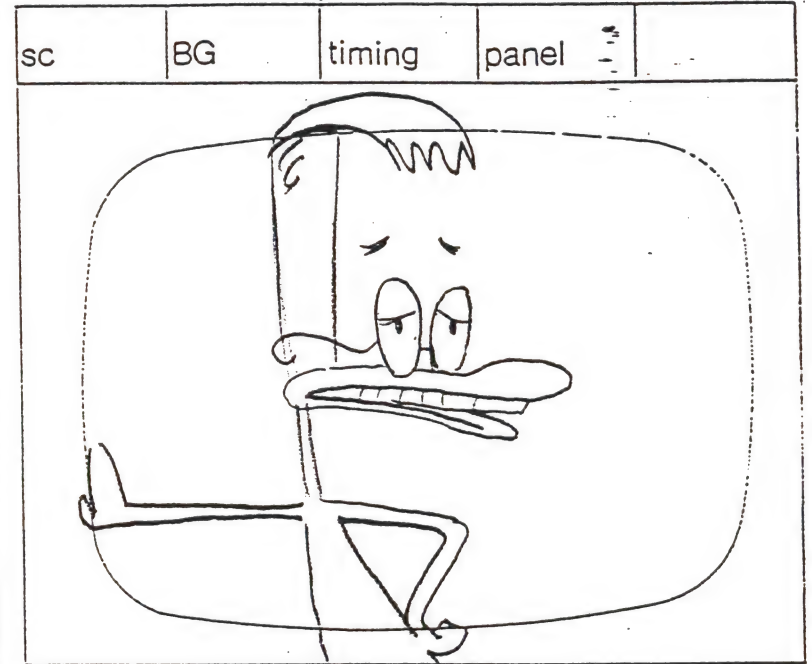
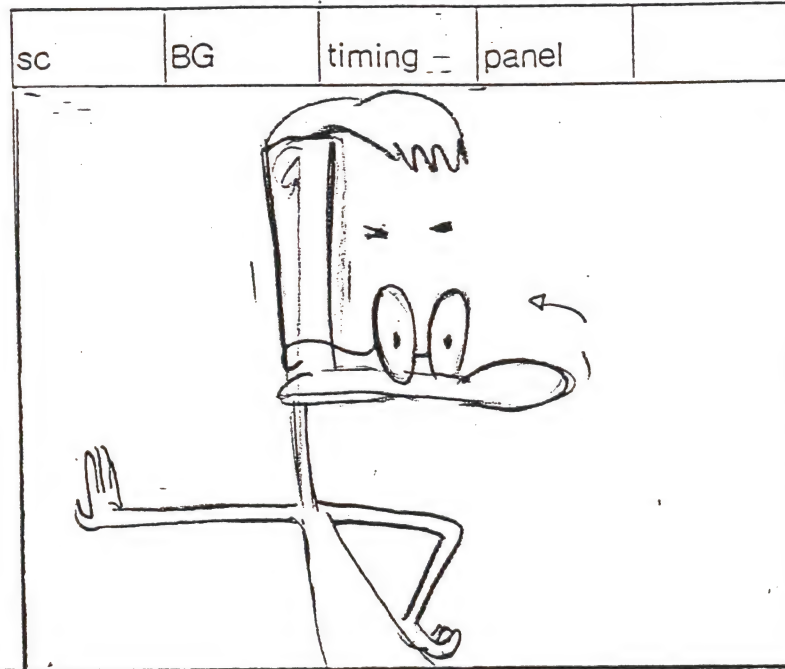
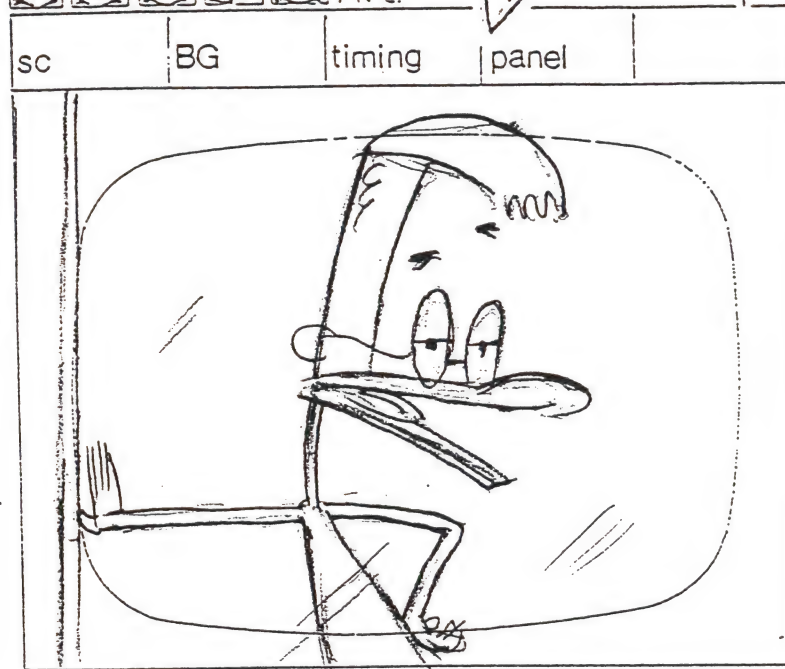
(BEAT)
HIS LIP QUIVERS, EYE DIALATE ↓

oh well,

director's
notes

timing





dialogue

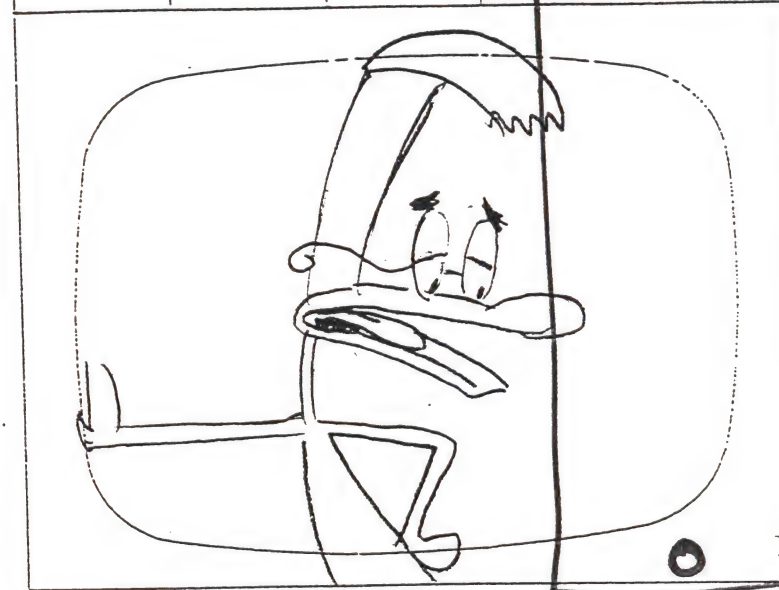
more time to sleep in...

(realizing)
Geez, I didn't

director's
notes

timing

sc BG timing panel



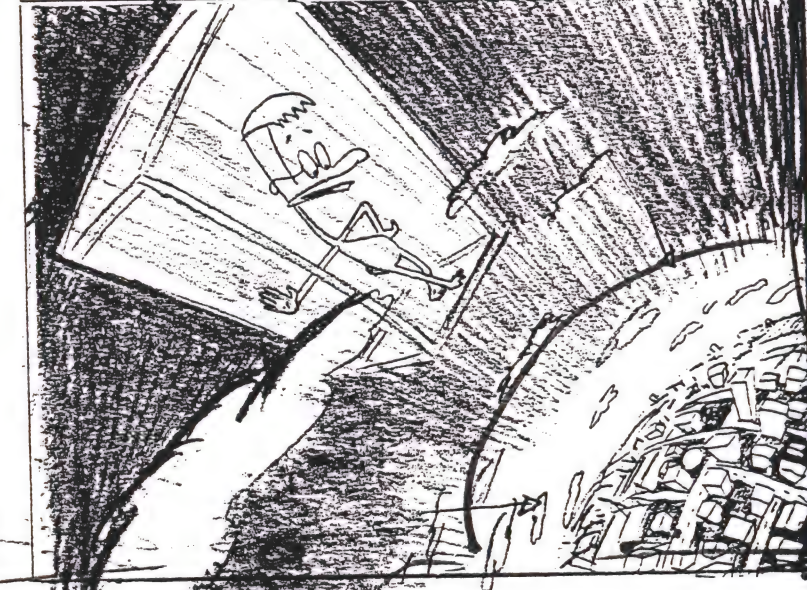
dialogue

even get to say
goodbye to my family...

director's
notes

164

sc BG timing panel

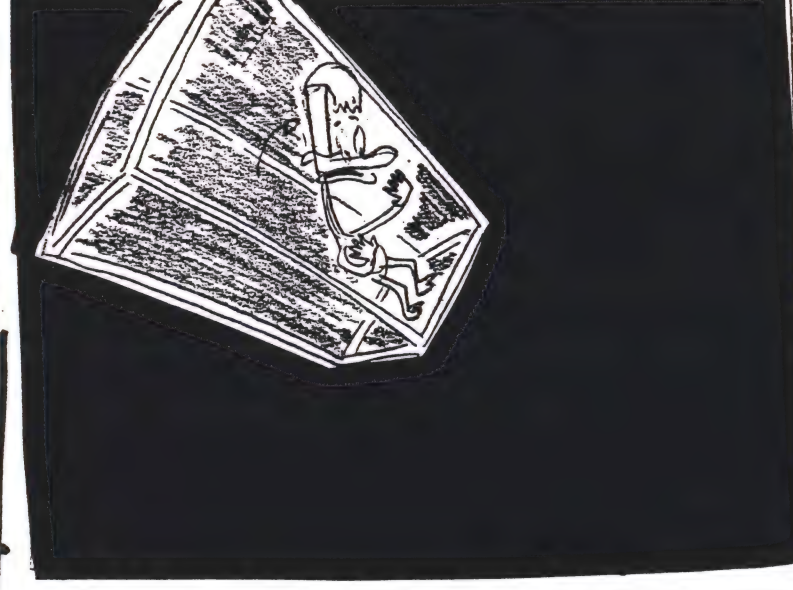


DUCKMAN
At least I'm going up, that's a good
sign...

BI-PACK

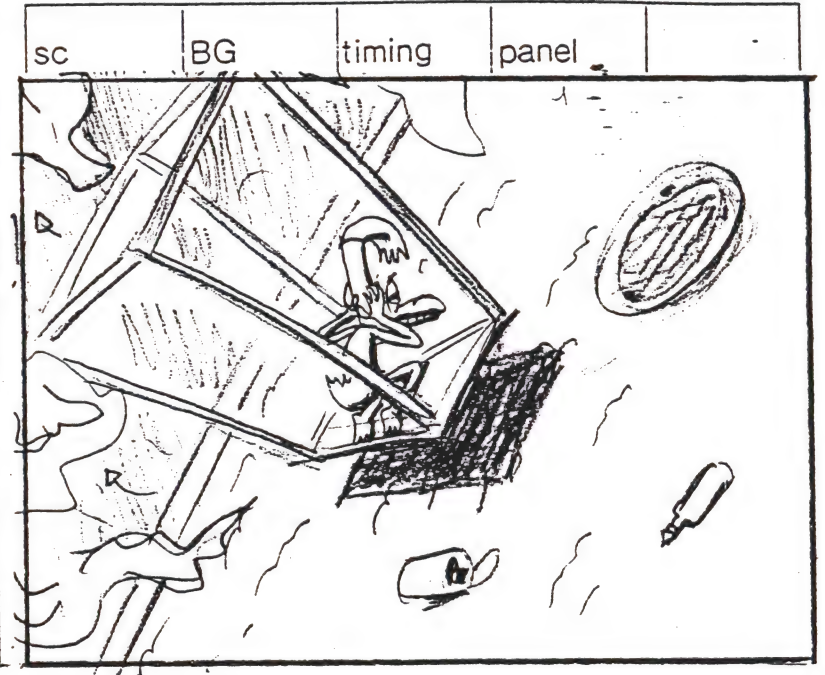
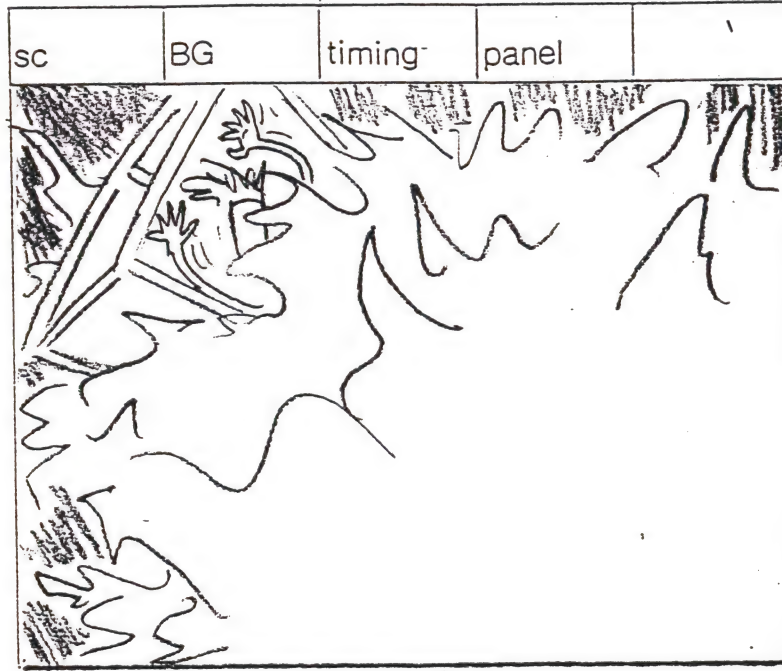
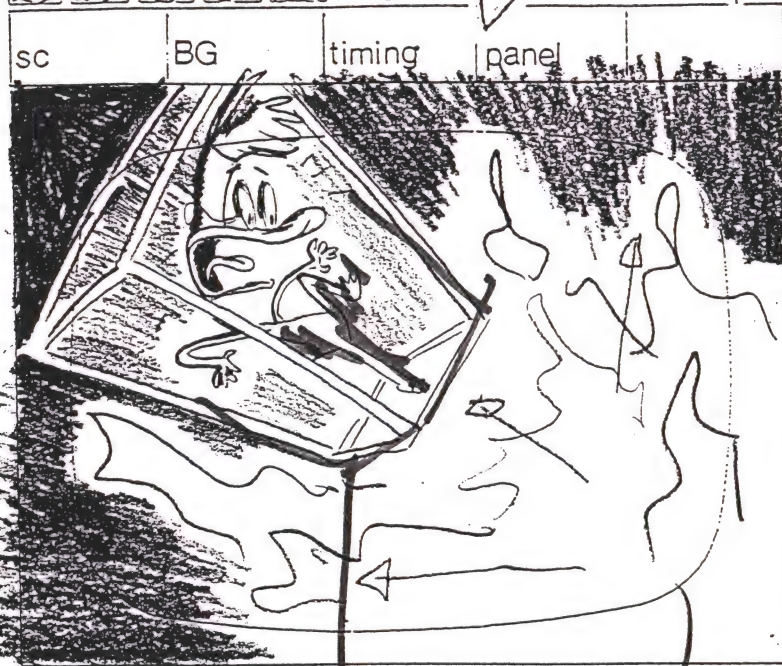
1. DX - DUCKMAN & ELEVATOR
2. TRUCK OUT ON BG ARTWORK
3. ~~---~~ FOREGROUND
CLOUDS ZIPPING PAST
PEGGED SEP

sc BG timing panel



SUDDENLY THE RECEDING
EARTH DISAPPEARS
DUCKMAN IS STARTLED & LEANS
AGAINST GLASS TO LOOK DOWN

timing



dialogue

(YELL)

DUCKMAN
I wasted a Sunday learning that...!

director's
notes

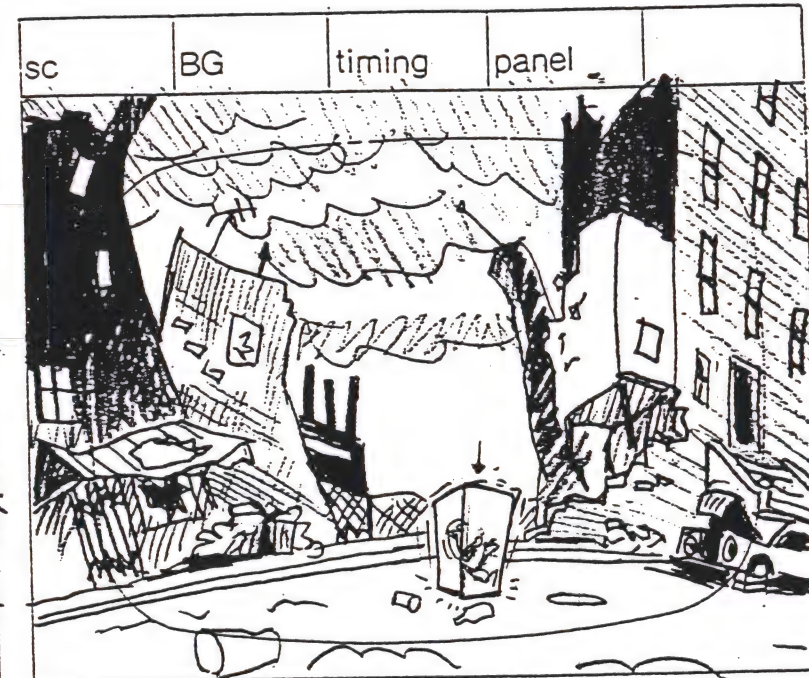
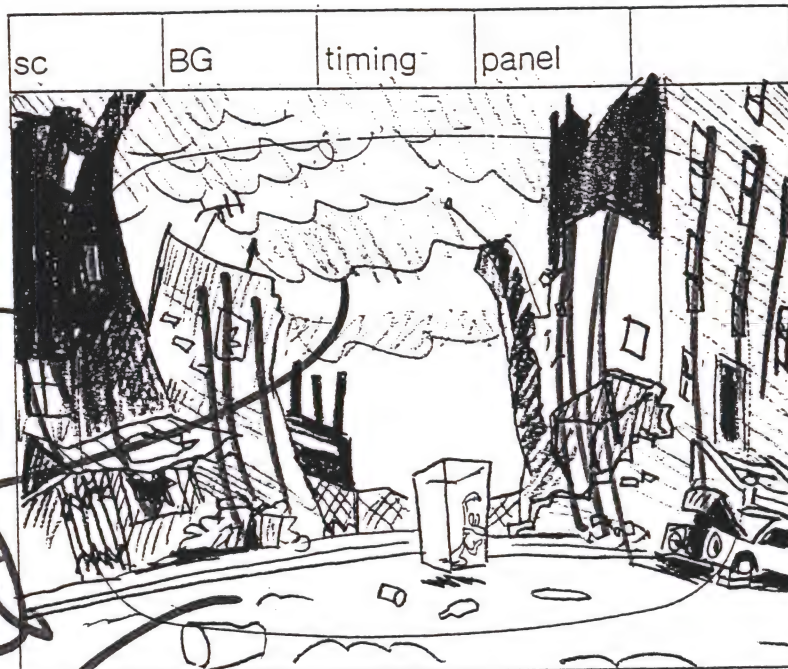
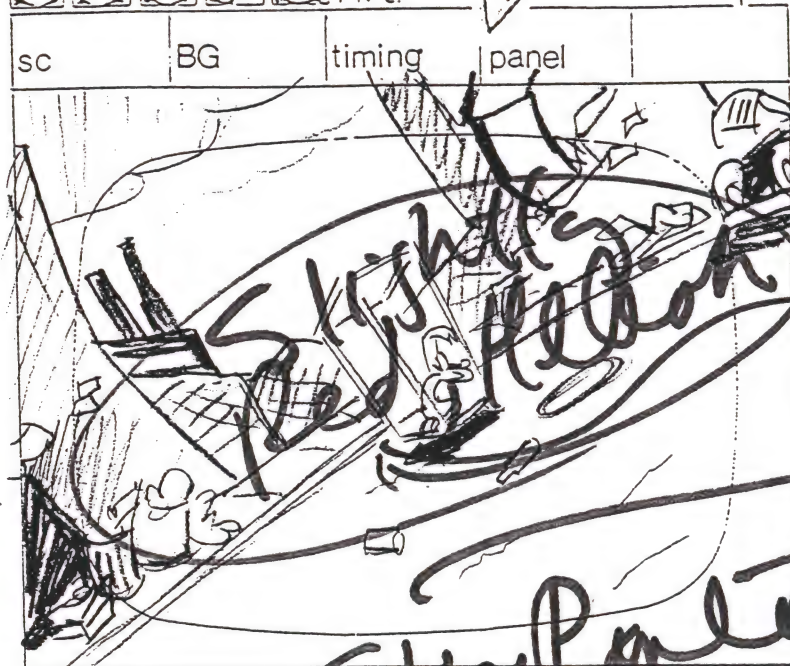
...but the void suddenly turns into a BLAZING INFERNO...

FLAMES RISE & FILL
FRAME

fine
tonos
tit
Hottel
Fine

timing

THE FLAMES PASS O.S,
REVEALING STREET & CURB
BG, THE ELEVATOR HOVERS
INCHES OVER THE GROUND



Skepp

Depressing, Dark

dialogue

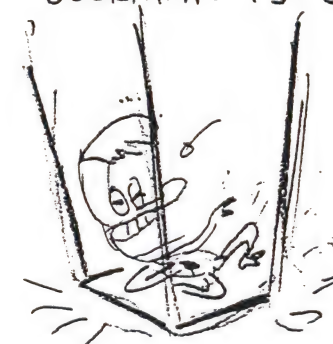
director's notes

QUICK EX ANIMATED TWIST
TRUCK OUT

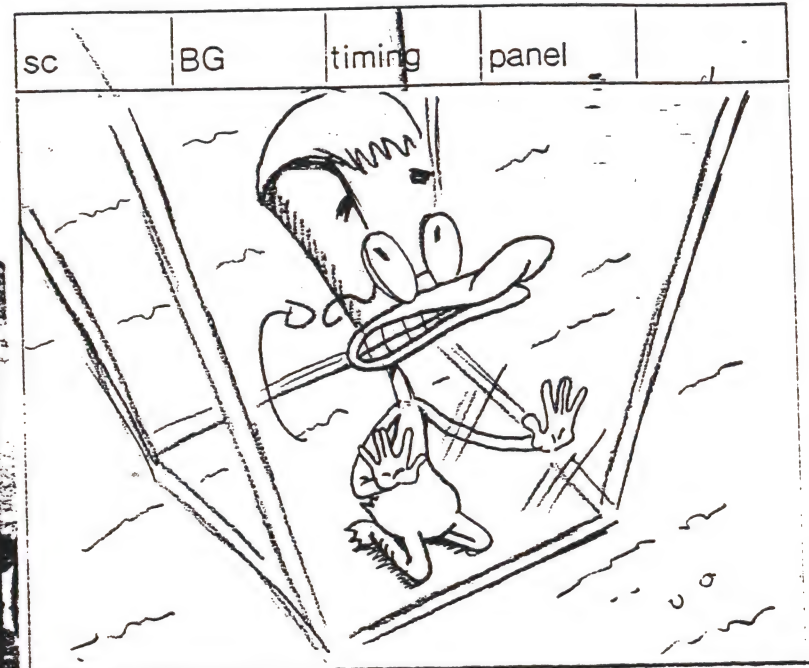
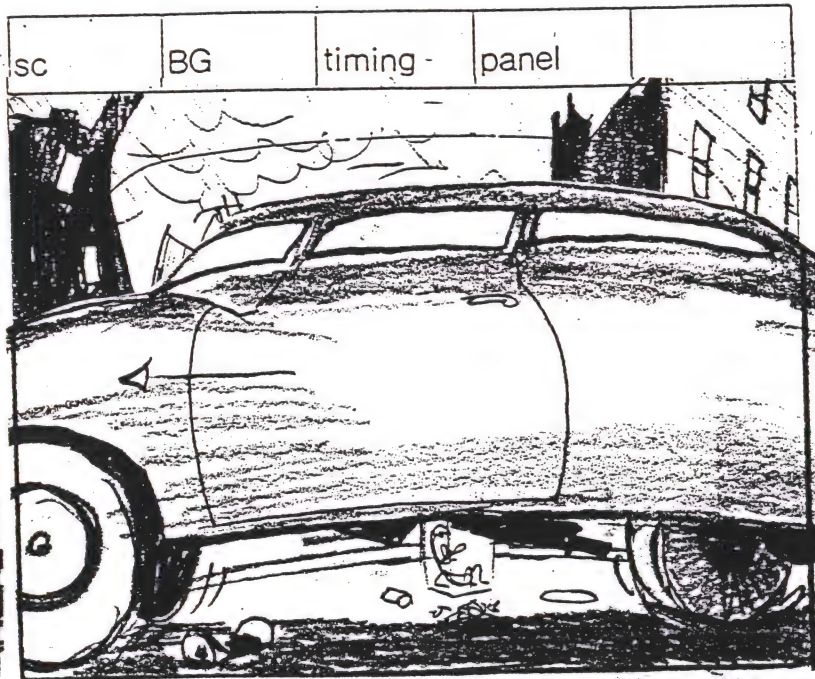
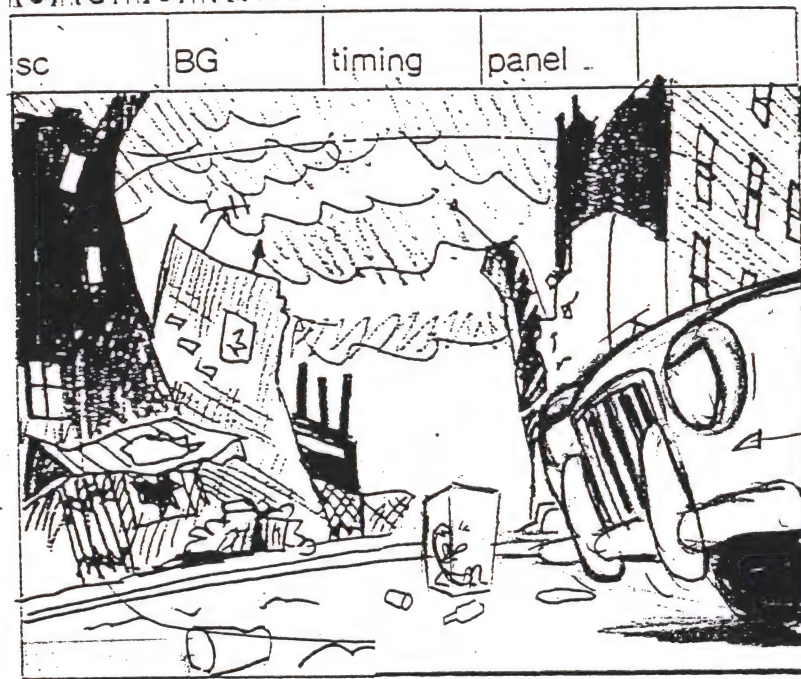
DUCKMAN RAISES HIS
HEAD BEWILDERED



THE ELEVATOR HITS THE GROUND
DUCKMAN IS JOSSELED ABOUT.



timing



- dialogue

director's
otes



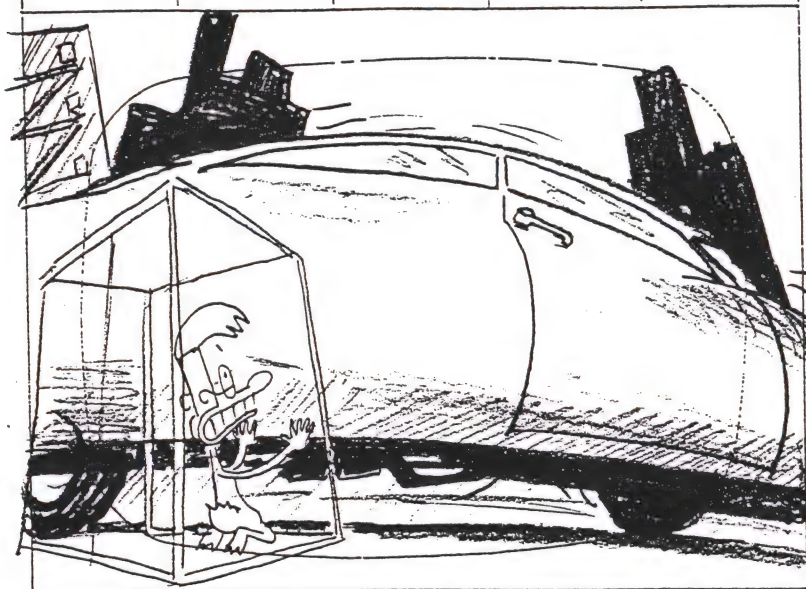
THE CAR CRUSHES
BOTTLE & CAN



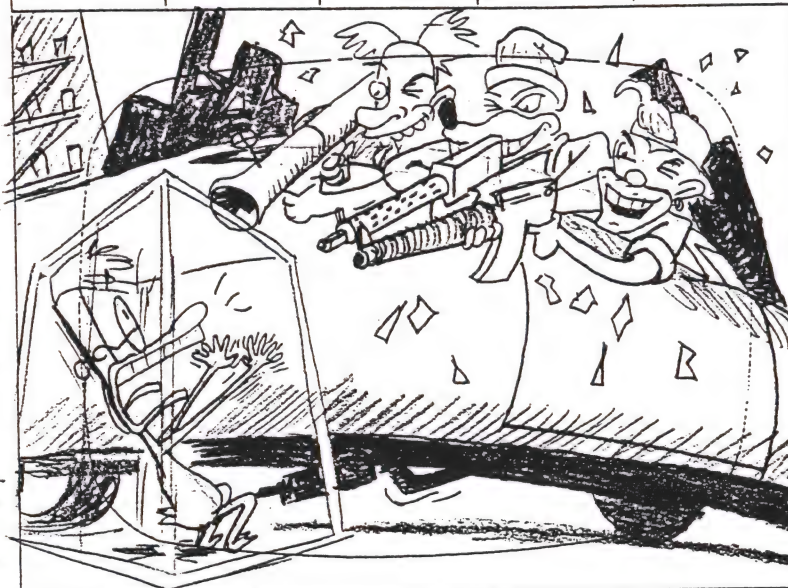
HV →

timing

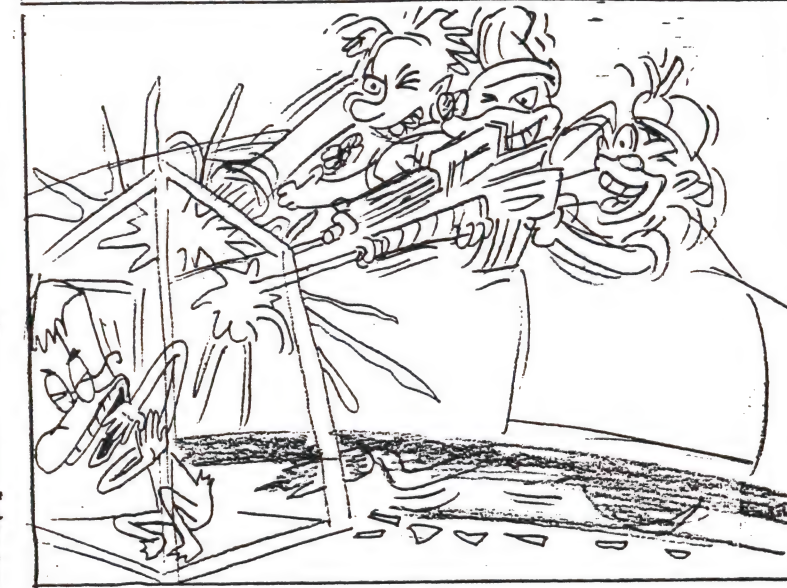
sc	BG	timing	panel
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sc	BG	timing-	panel
----	----	---------	-------



sc	BG	timing	panel
----	----	--------	-------



dialogue

DUCKMAN
Wait, fellas, you got the wrong guy,
I've always supported the senseless

killing of people for their tennis
shoes...!

director's
notes

CAR VIBRATES & MUFFLER
WAGS UNDERNEATH

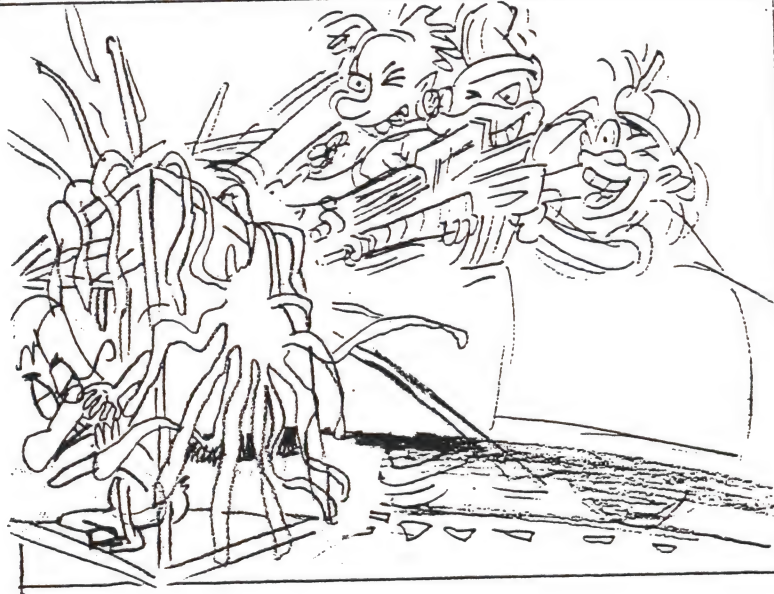
3 GUNMAN BURST THROUGHT
GLASS & POINT GUNS @
DUCKMAN

timing



Show _____ Title _____

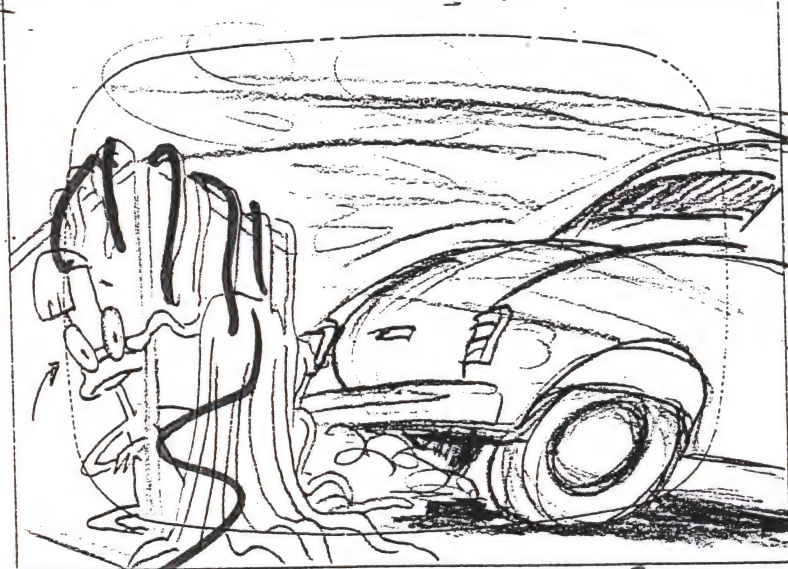
sc	BG	timing	panel
----	----	--------	-------



dialogue

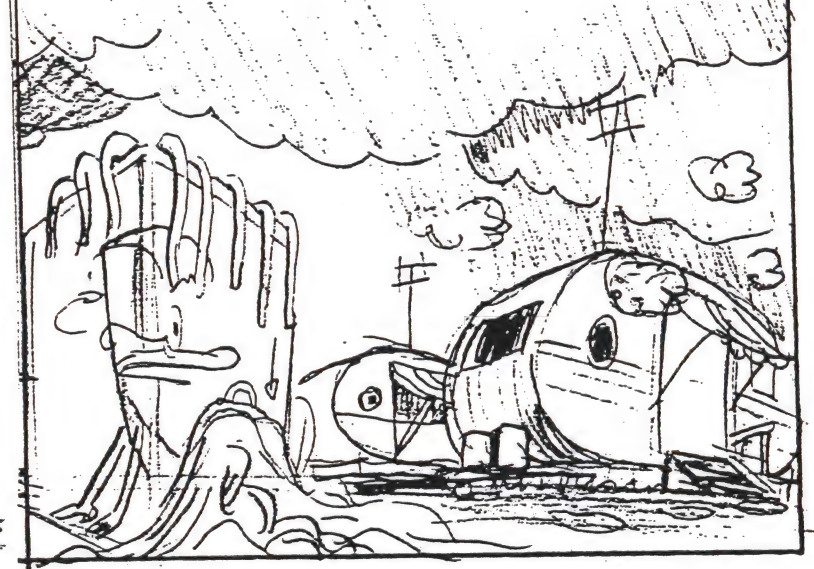
director's
notes

sc	BG	timing	panel
----	----	--------	-------



Silly String

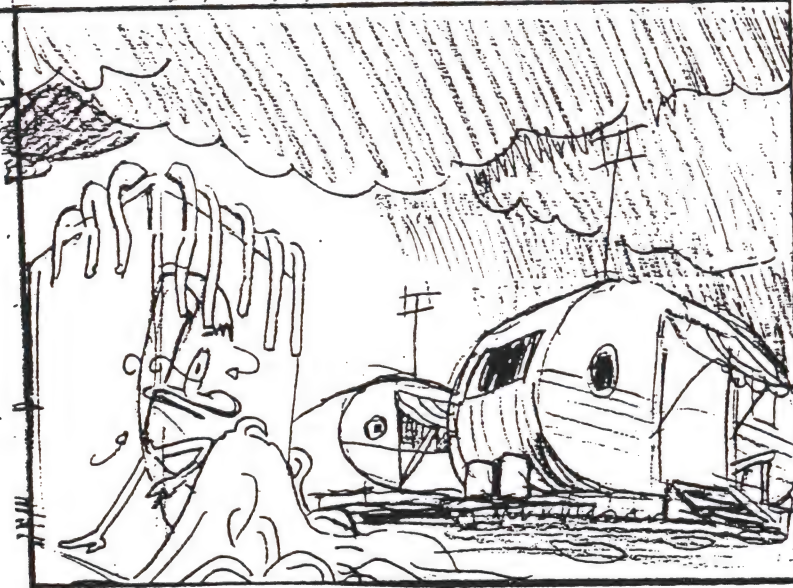
sc	BG	timing	panel
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NEW BG. - TRAILER PARK

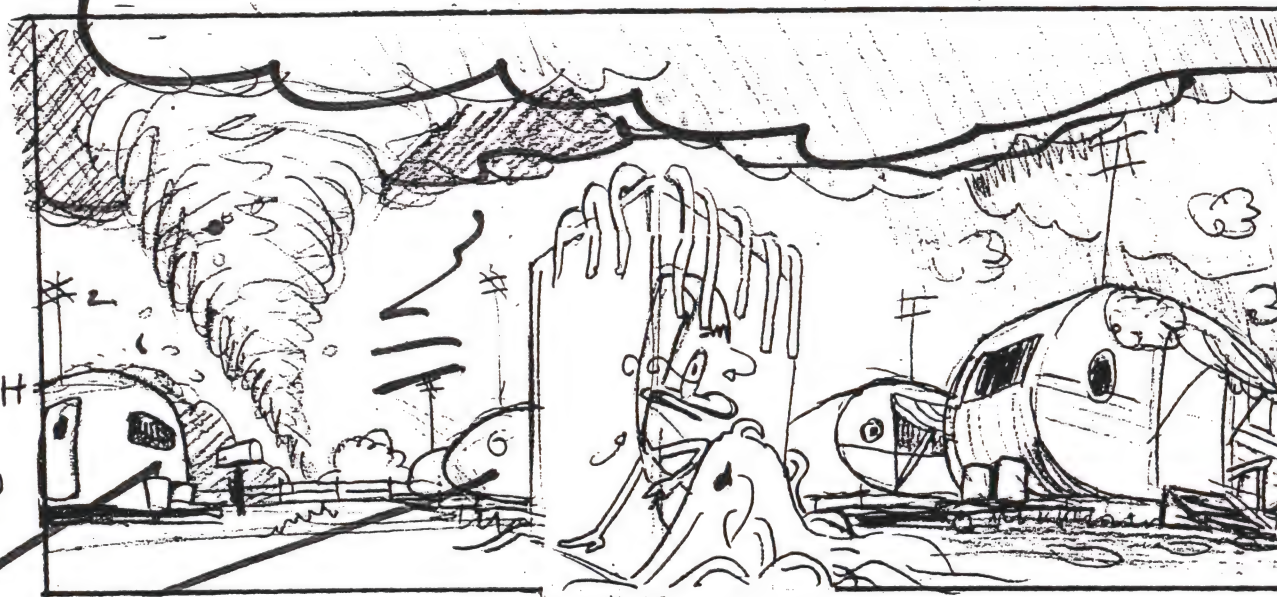
timing

sc	BG	timing	panel
----	----	--------	-------



PAN
OFF
TO
SHOW
APPROACH
ING
TORNADO

sc	BG	timing	panel
----	----	--------	-------



dialogue

director's
notes

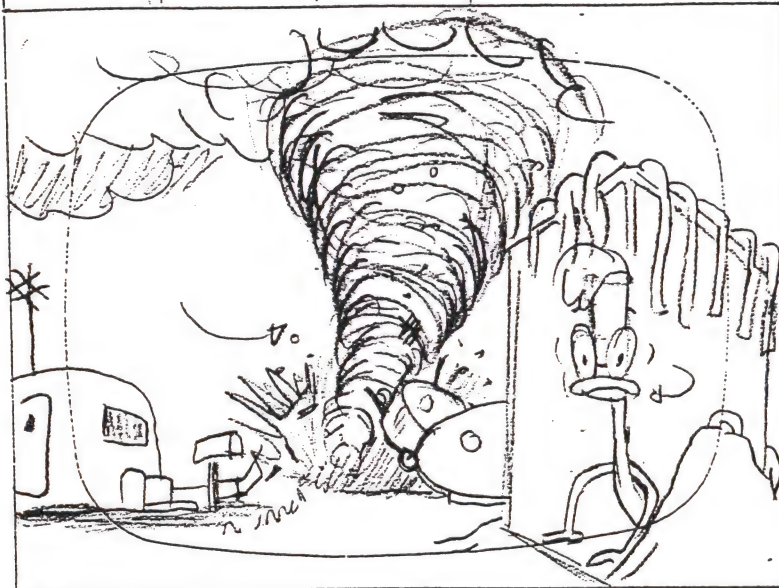
timing

STOP

START

most of all
color
trail 15g

sc	BG	timing	panel
----	----	--------	-------

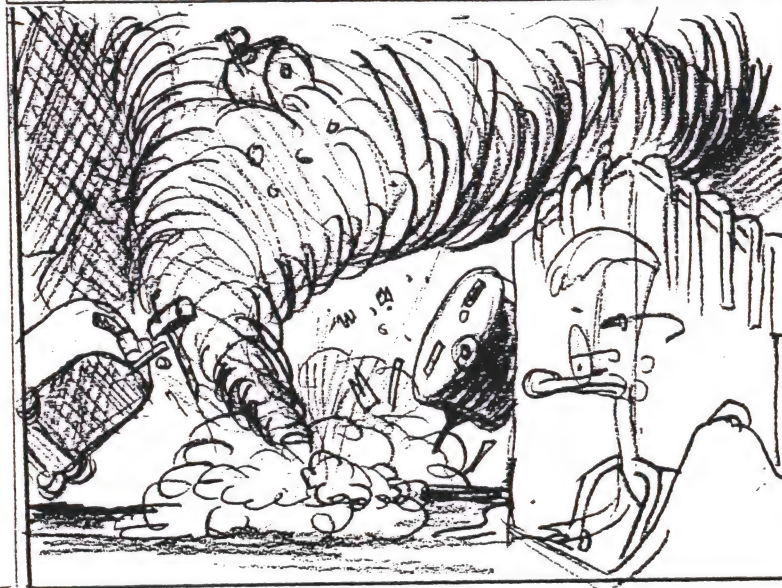


dialogue

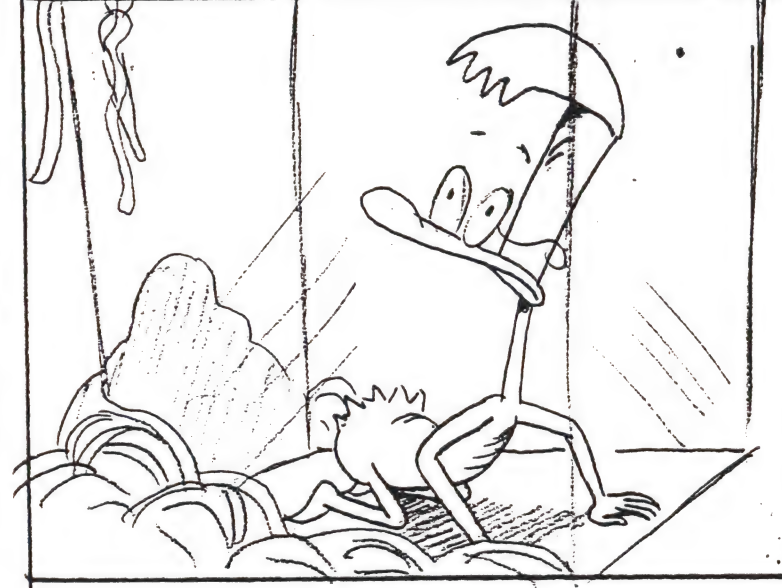
director's
notes

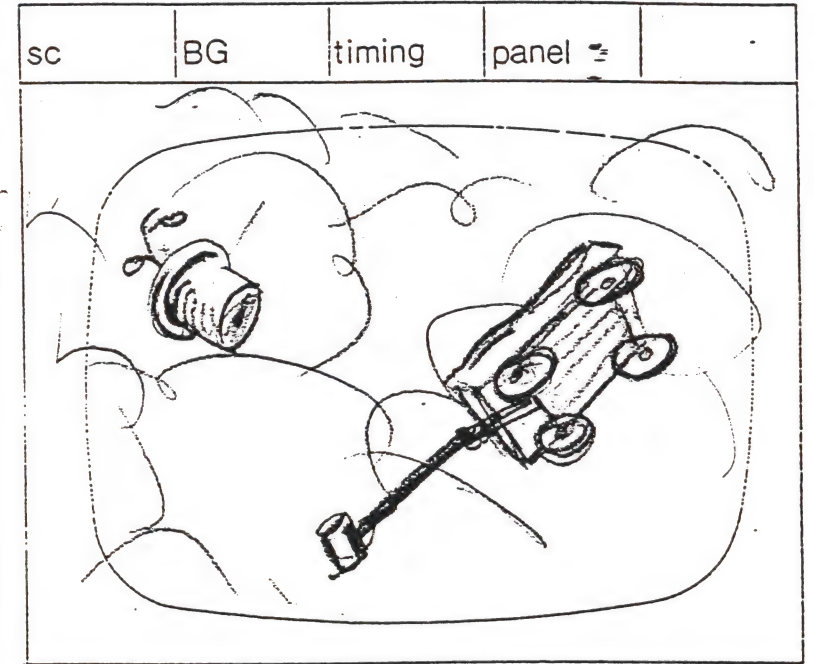
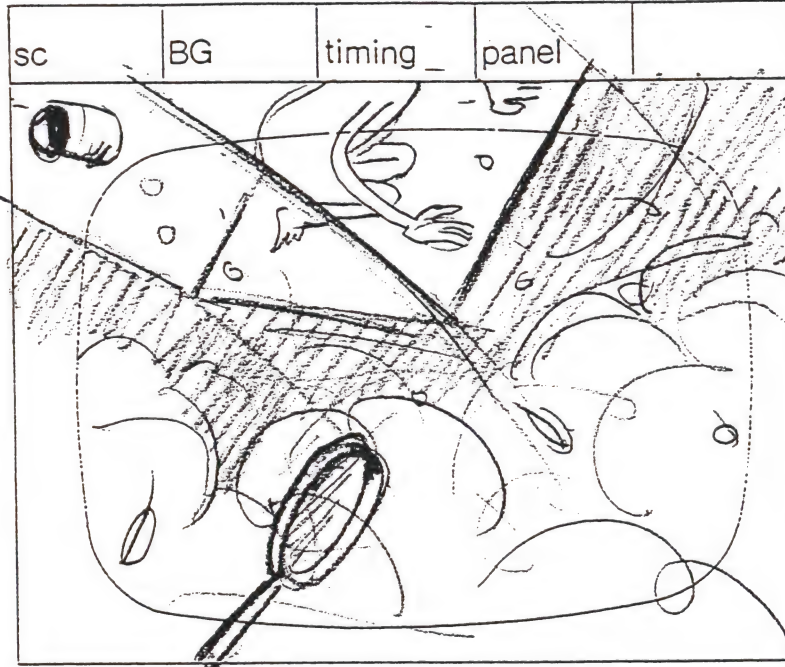
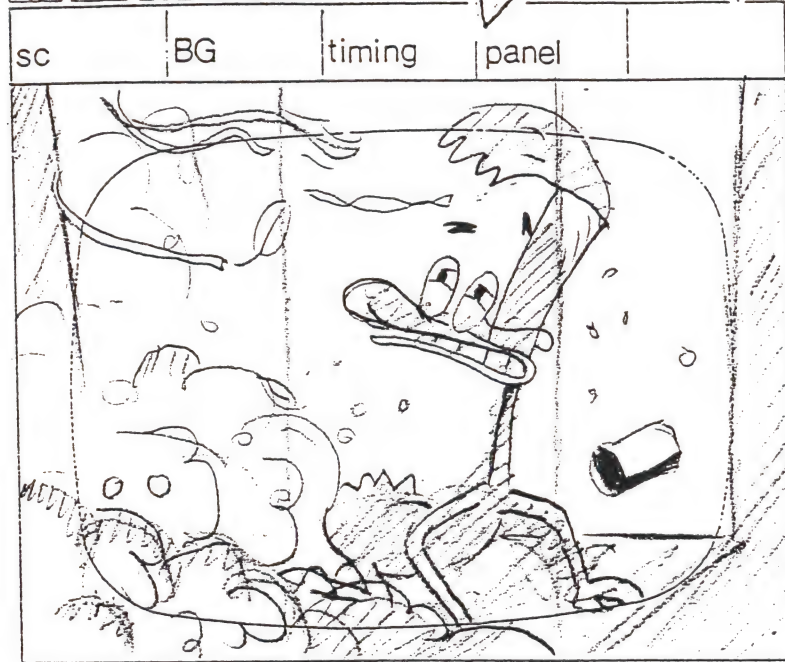
timing

sc	BG	timing	panel
----	----	--------	-------



sc	BG	timing	panel
----	----	--------	-------





dialogue

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director's
notes

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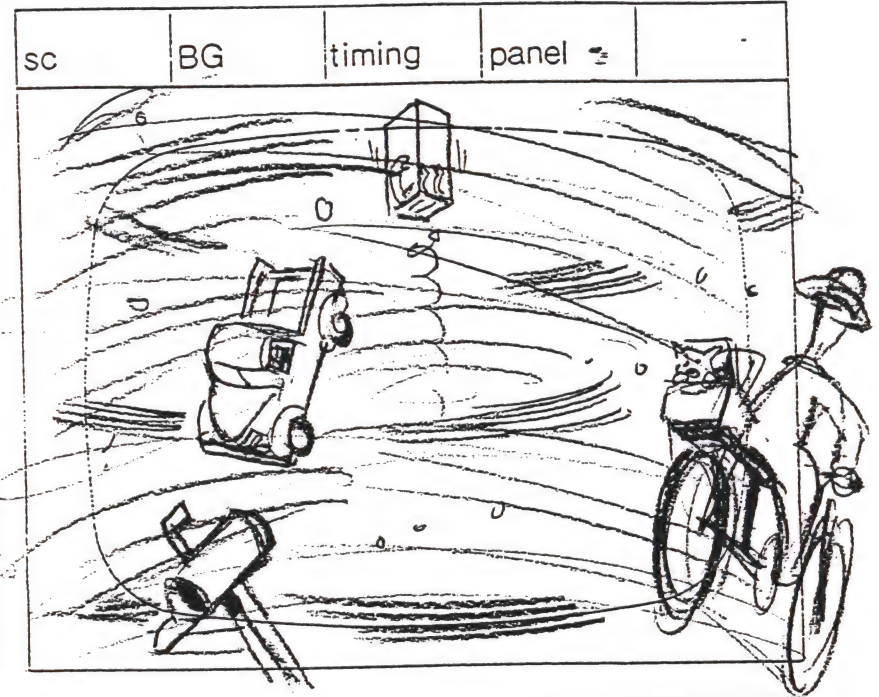
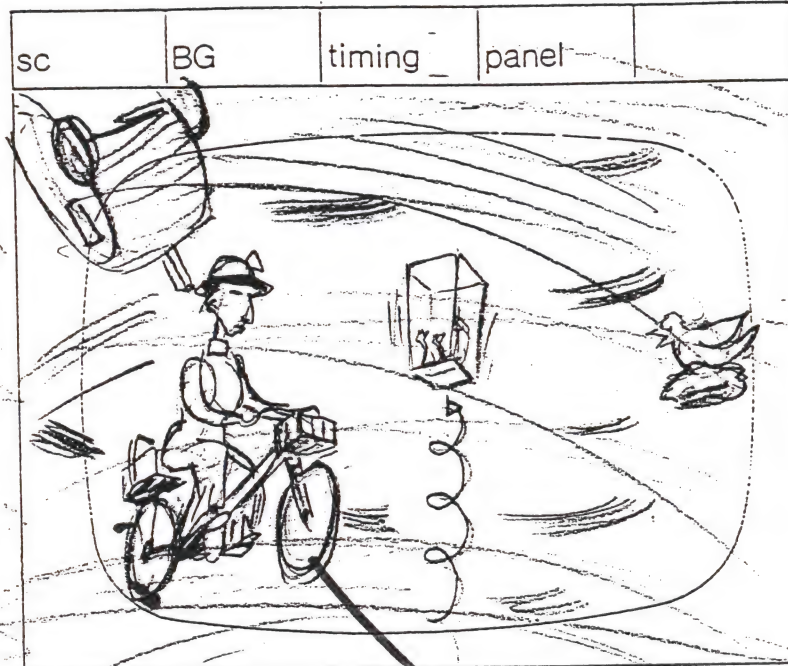
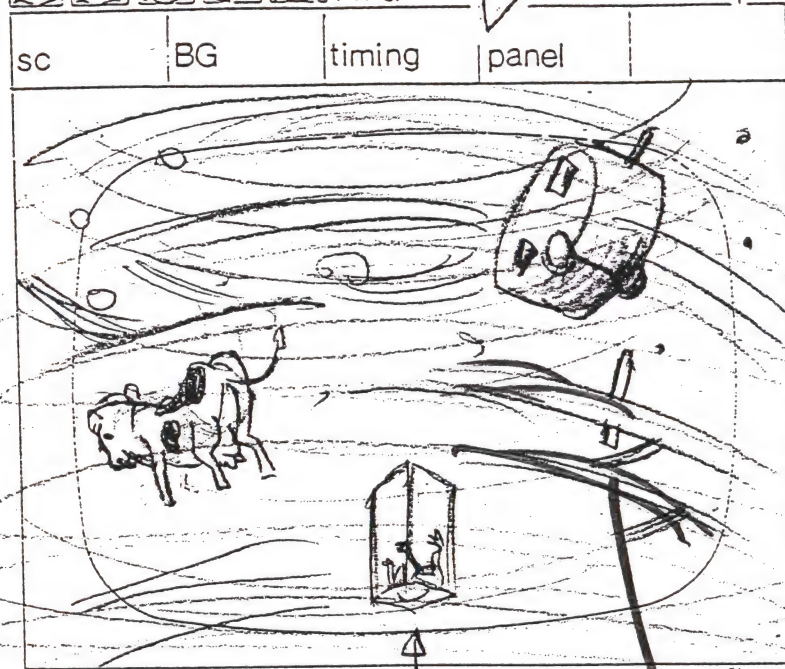
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timing

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--

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dialogue

director's notes

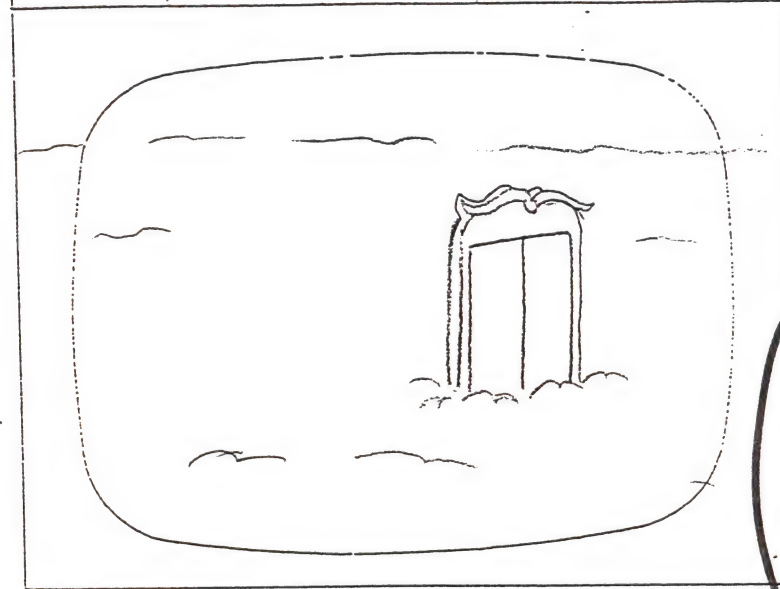
timing

Follow Wizard on

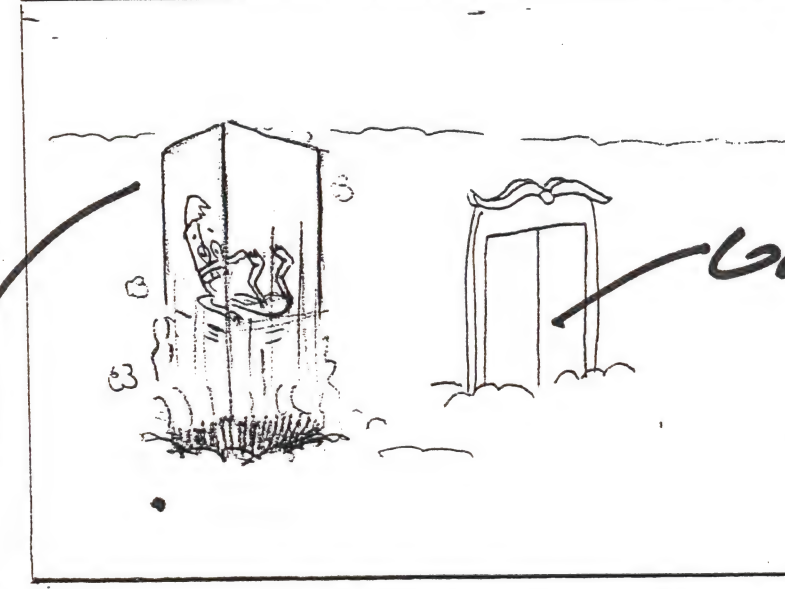
Drybik



sc	BG	timing	panel
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sc	BG	timing	panel
----	----	--------	-------



sc	BG	timing	panel
----	----	--------	-------



dialogue

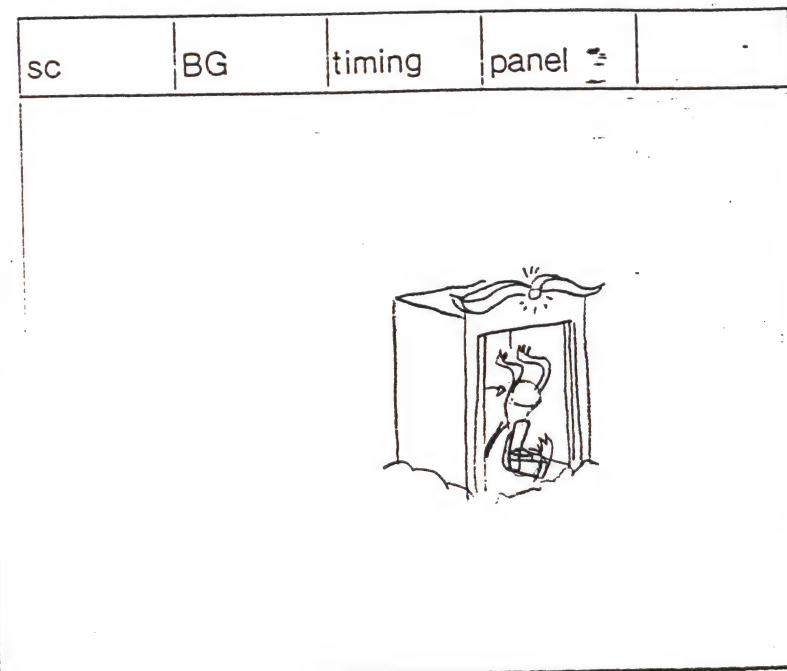
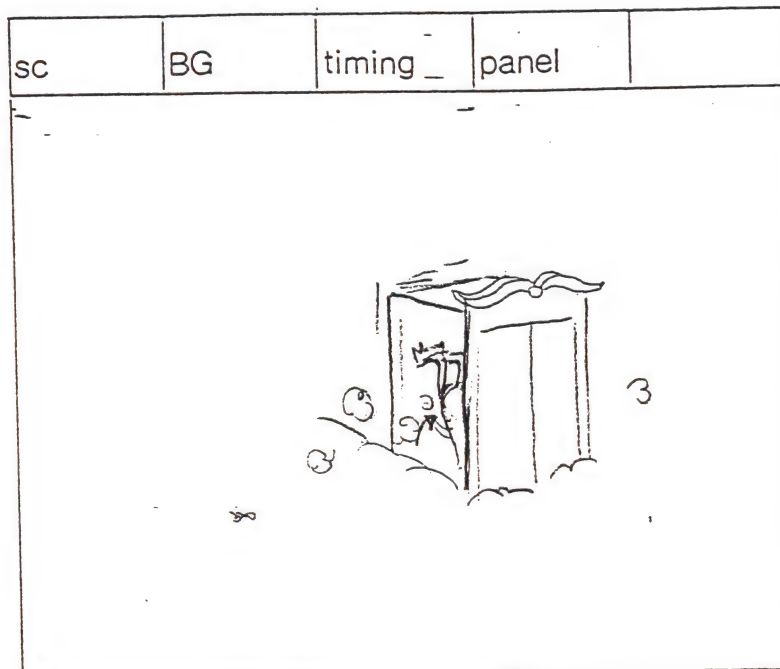
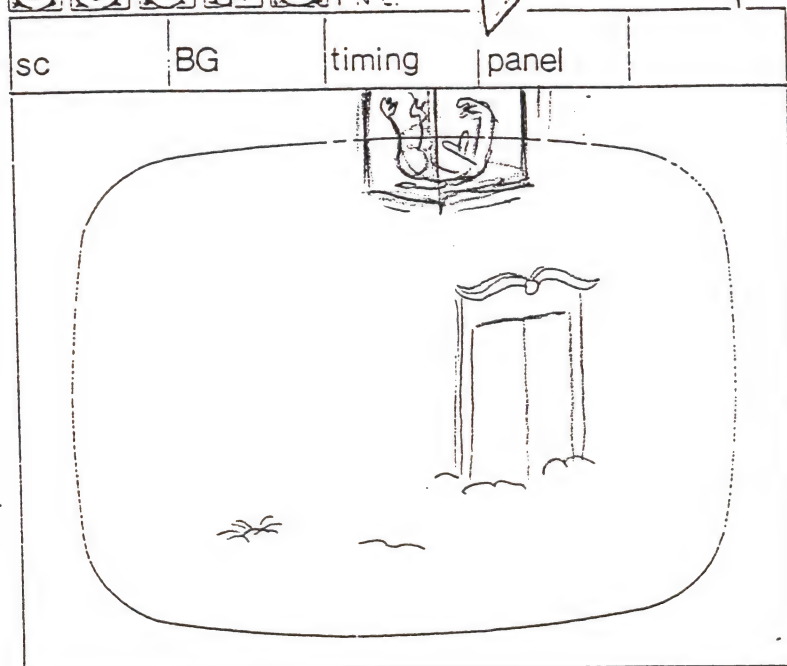
director's
notes

Clouds from to
blue

NOTE: ENTIRE HEAVEN SEQUENCE
SHOULD HAVE AIRBRUSHED
DIFFUSION ON "GROUND" TO
GIVE CLOUDS A MISTY SOFT
EDGE



timing

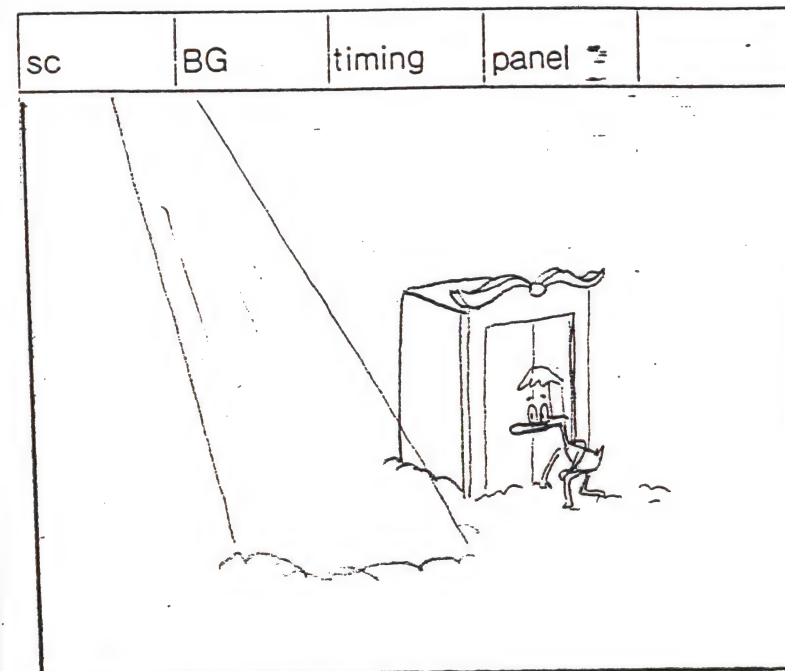
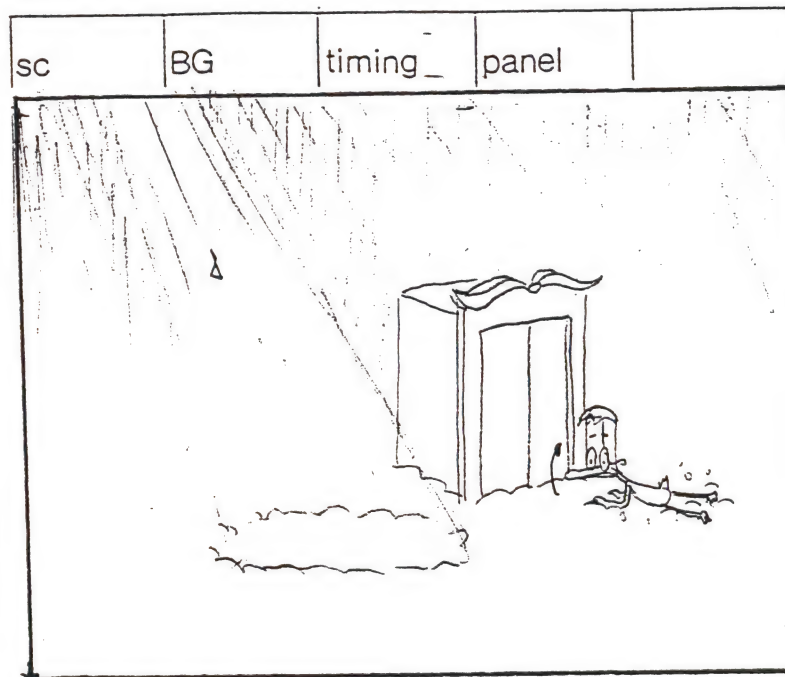
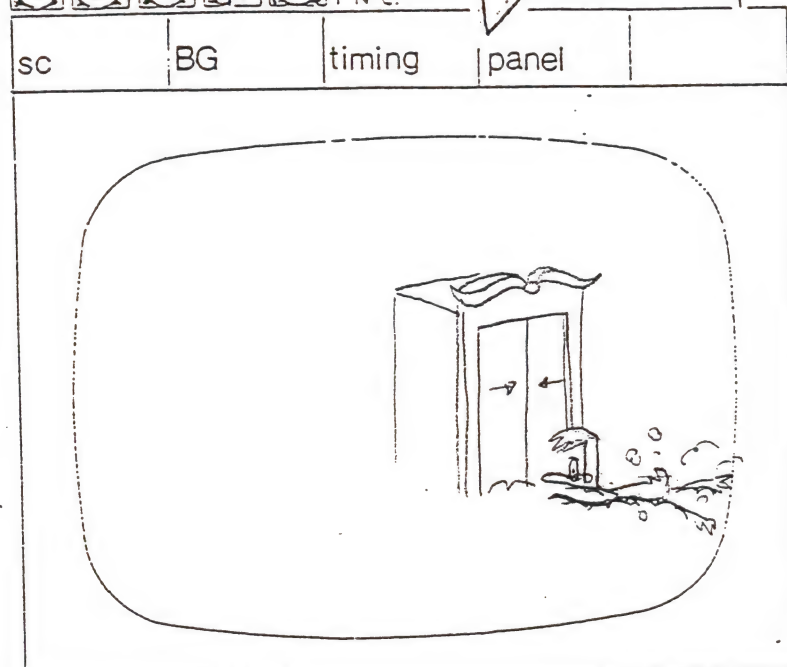


dialogue

director's
notes

timing

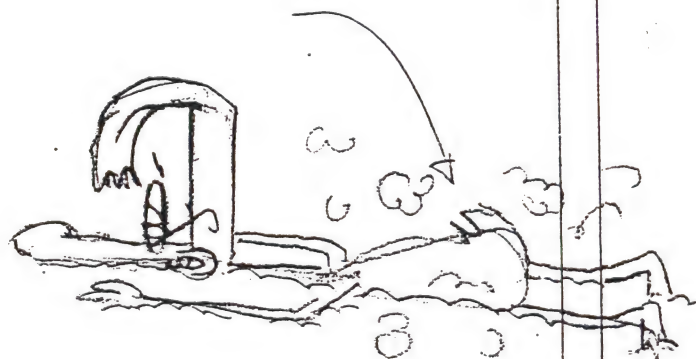




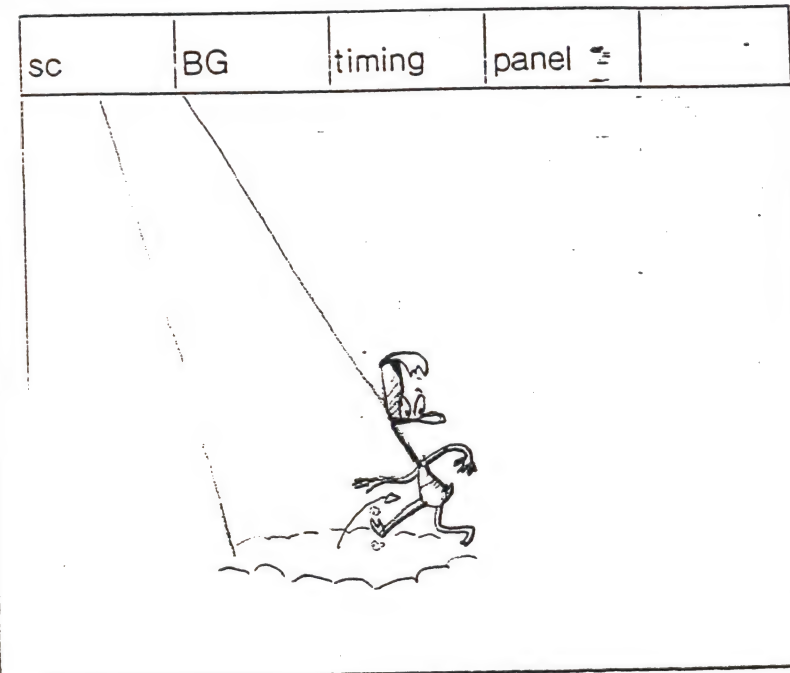
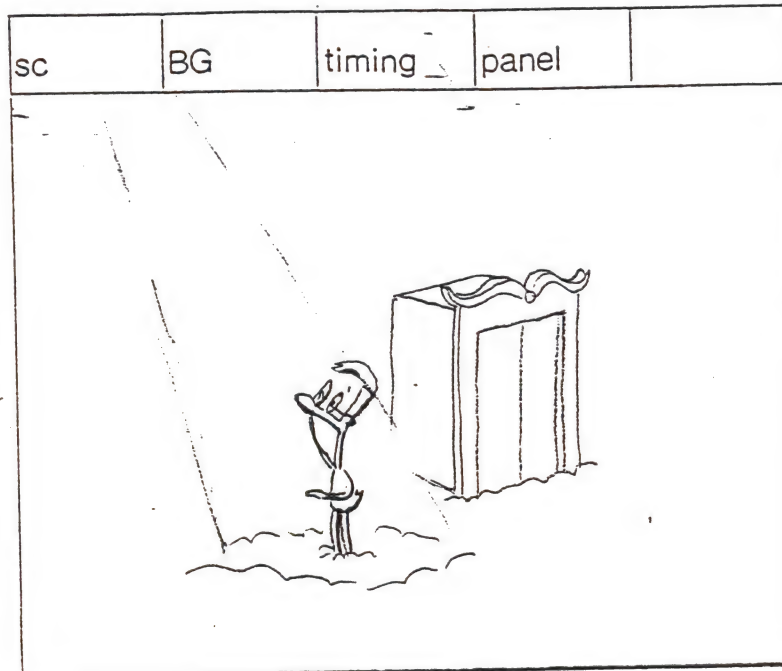
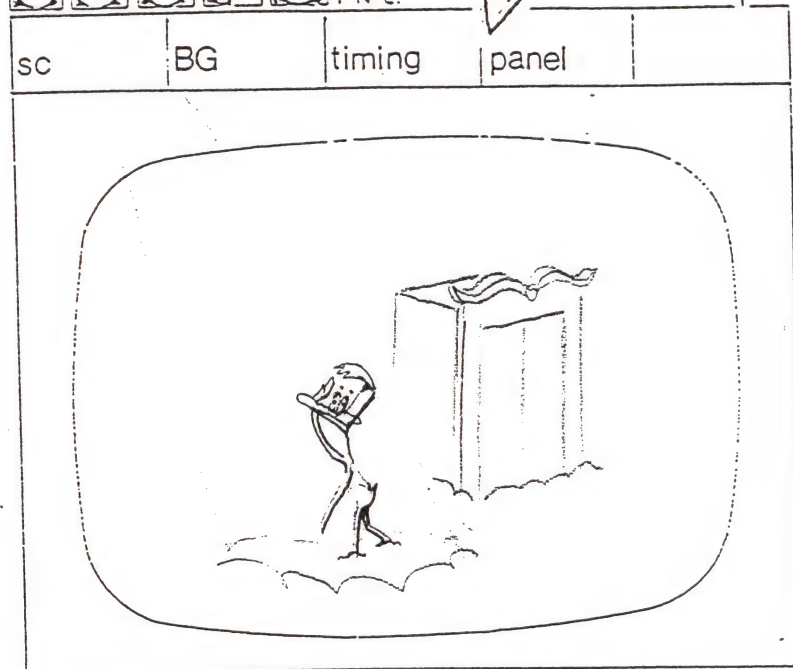
dialogue

"CRONKITE" VOICE (O.C.)
Step into the light...

director's
notes

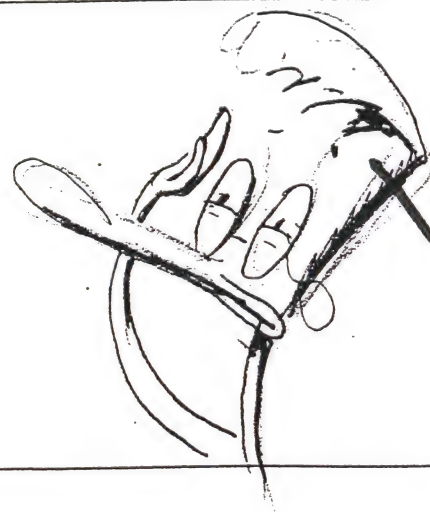


timing



dialogue

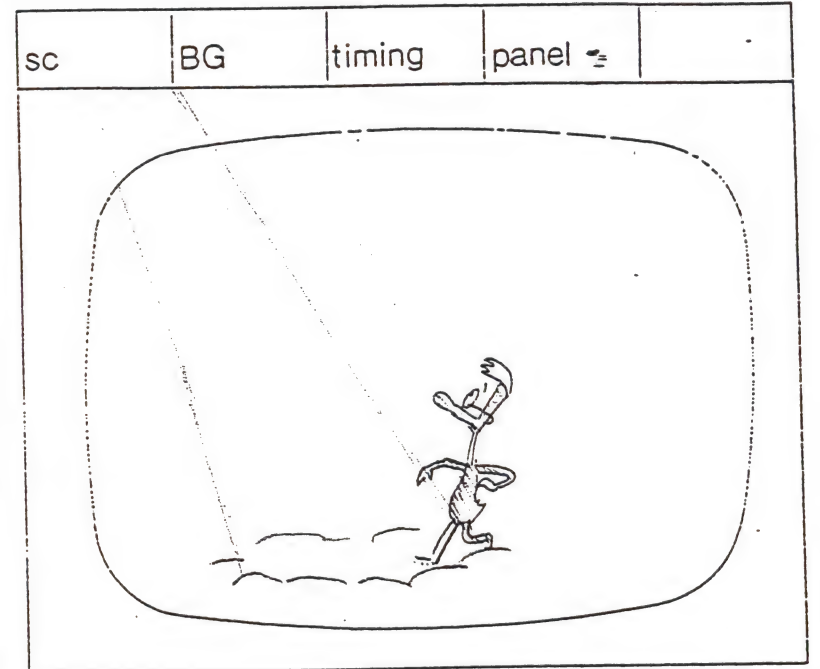
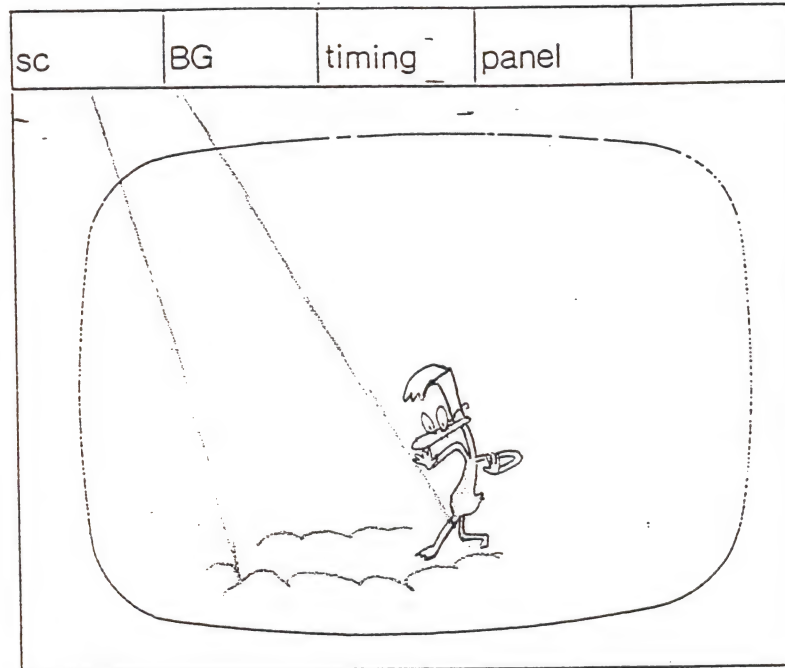
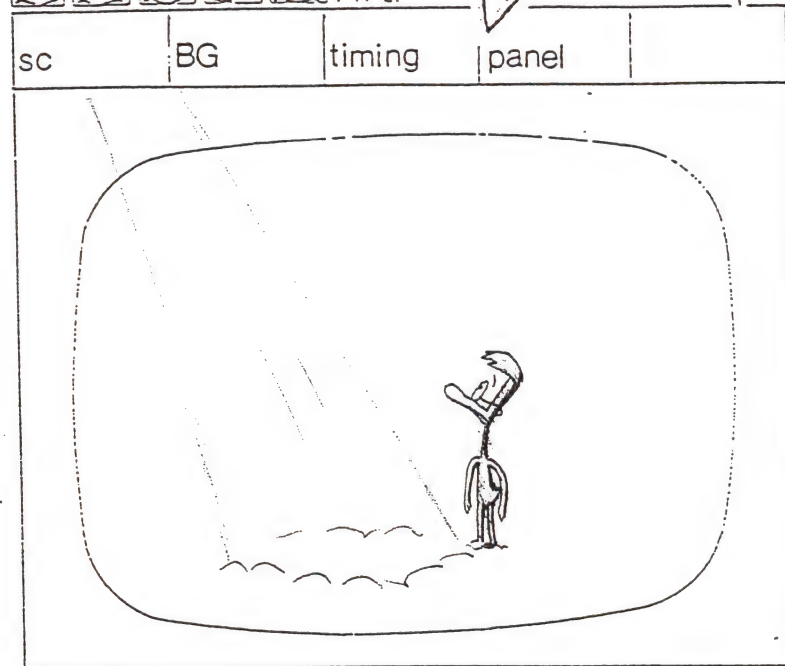
director's notes



"CRONKITE" VOICE (O.C.)
...Step out of the light...

Golden

timing



dialogue

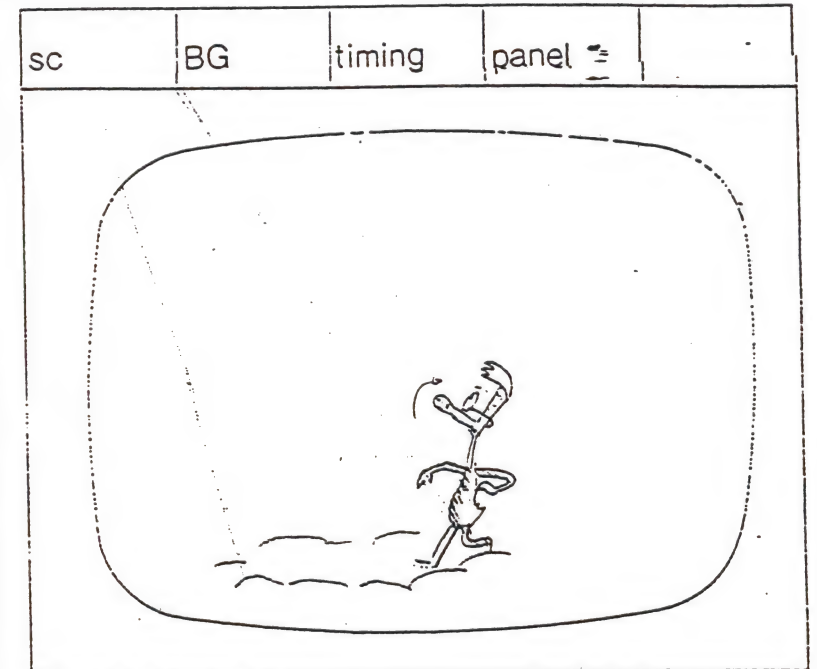
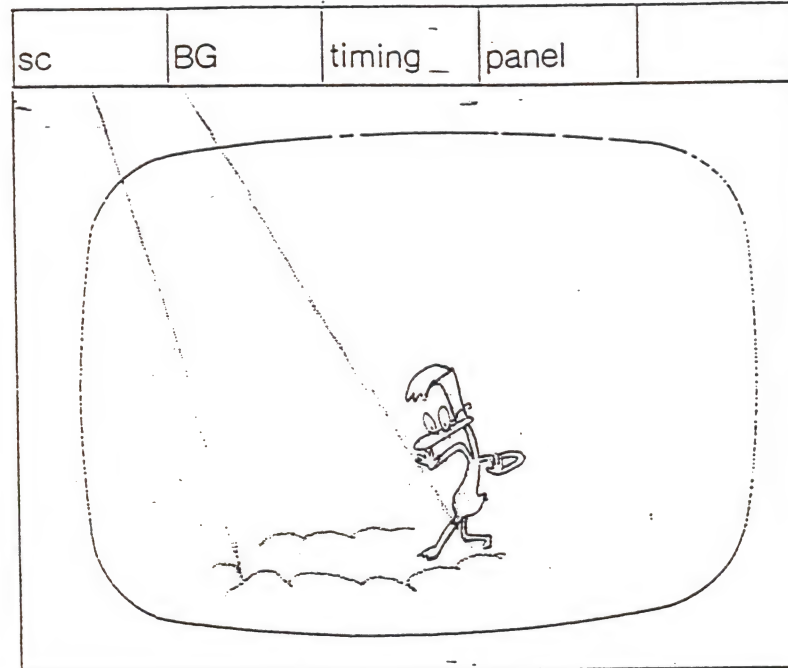
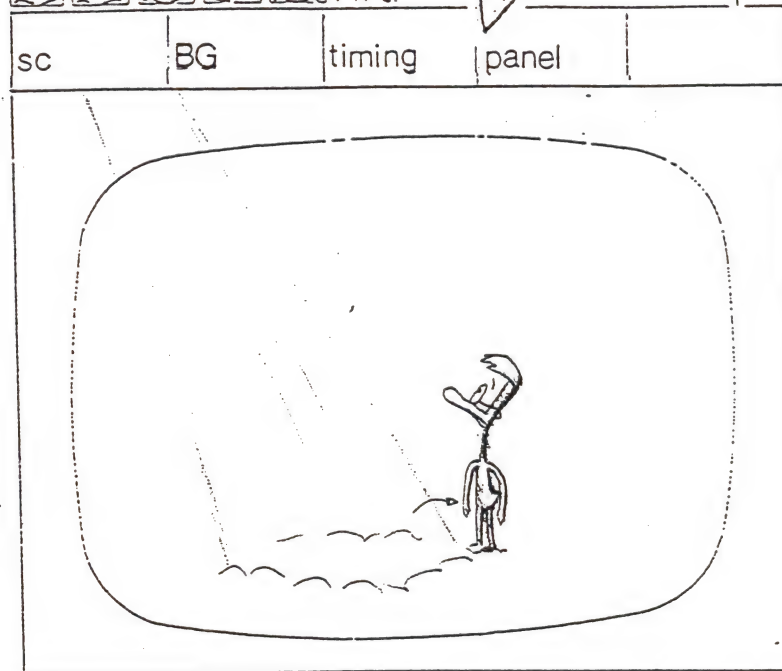
(Duckman complies)
...put your left foot in...

director's
notes



(Duckman complies)
...take your left foot out...

timing

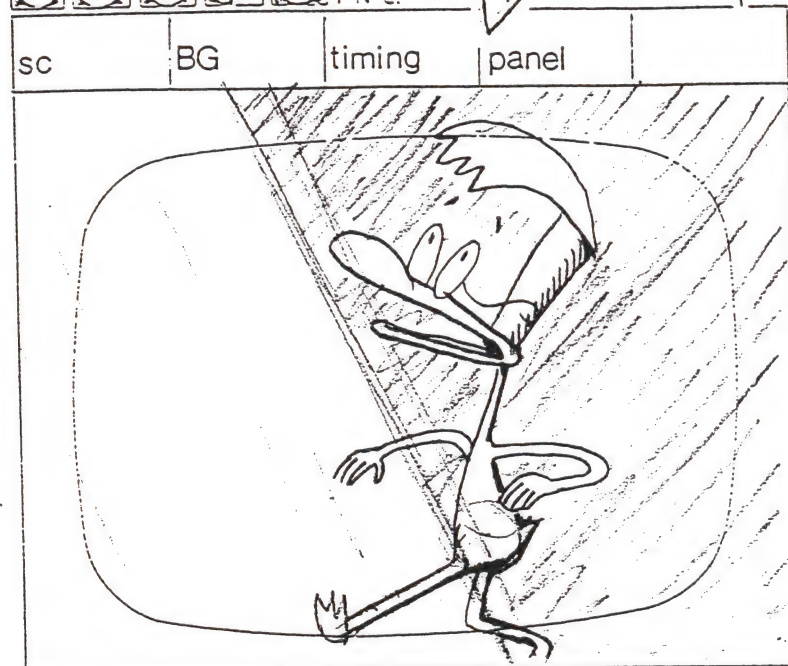


dialogue

(Duckman complies)
...put your left foot in

director's
notes

timing

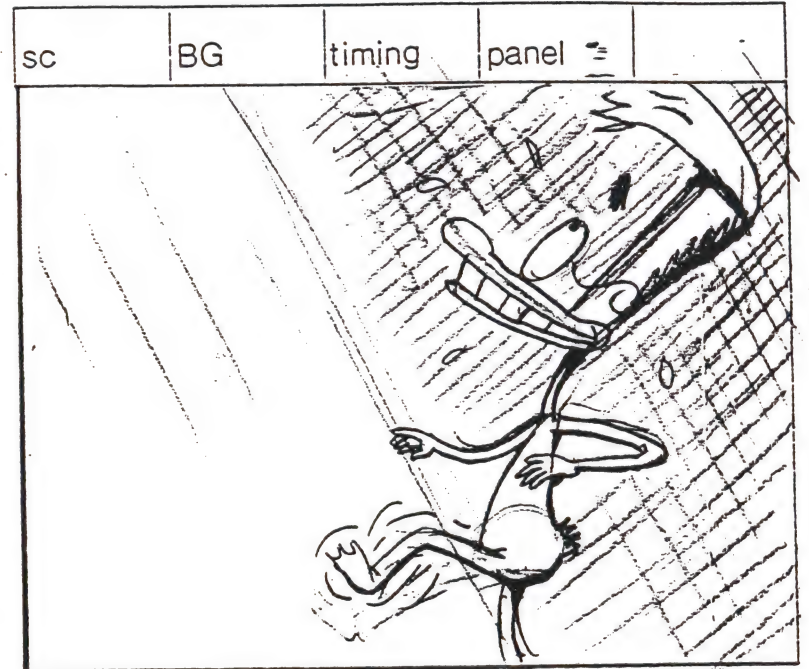
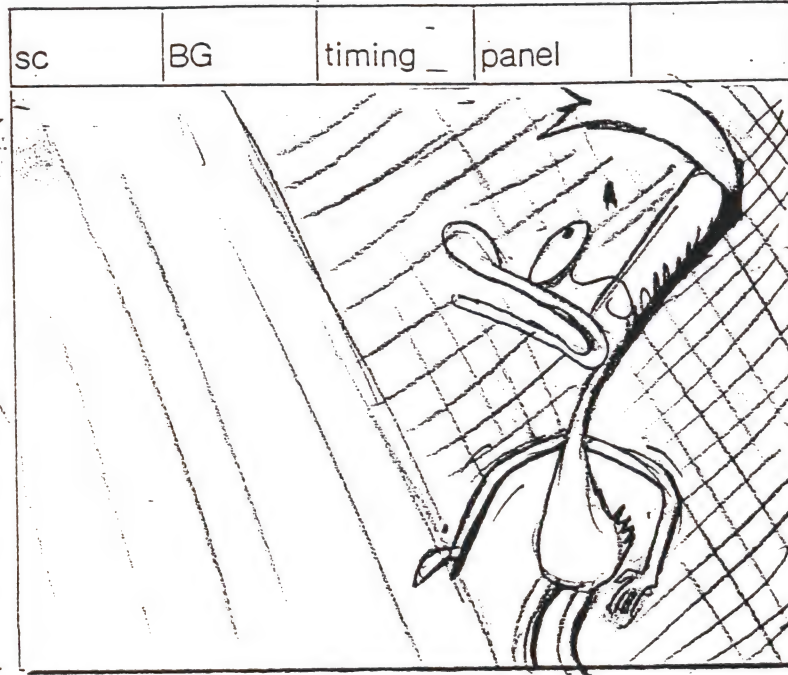
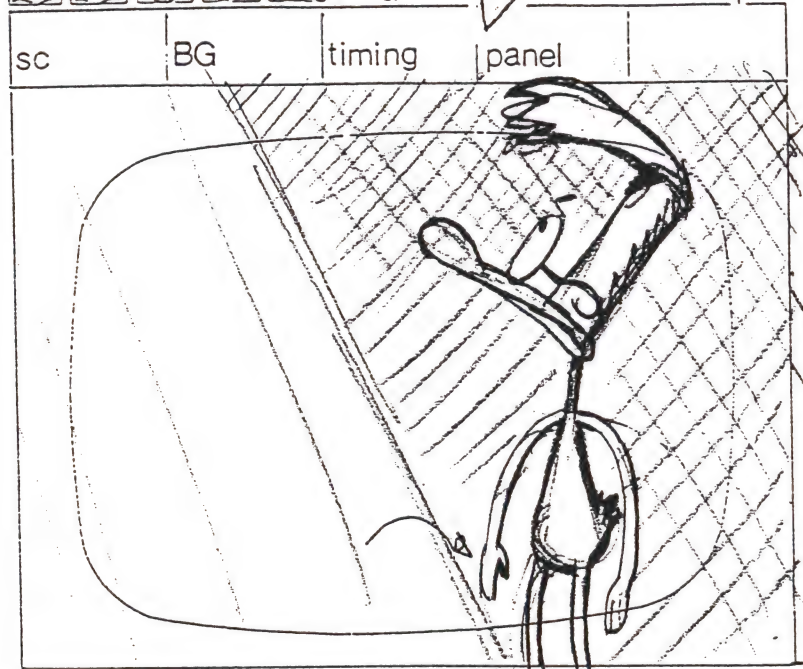


dialogue

and shake it all about...

director's
notes

timing



dialogue

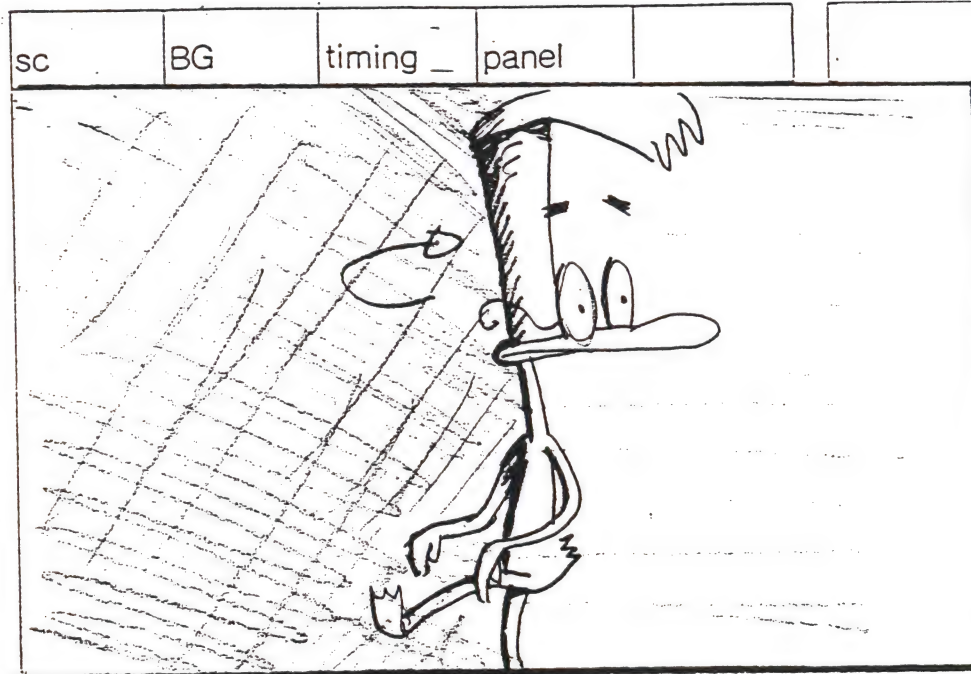
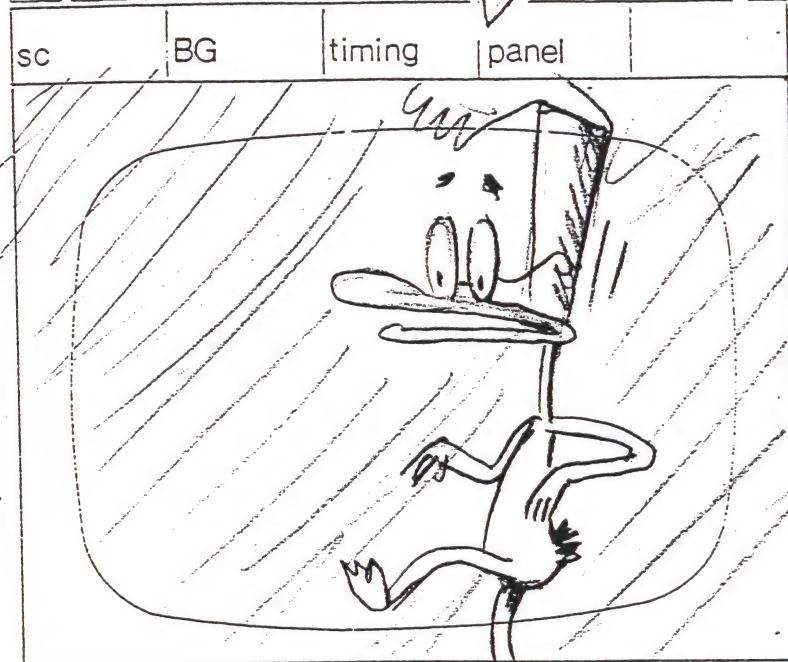
(CHUCKLES; then)
I know, you're probably thinking
"what a gross misuse of power"...

director's
notes

QUICK REACTION

DUCKMAN STARTS SHAKING
HIS LEFT FOOT. (ALL
ABOUT).

timing



SHORT
PAN
W/
DUCKMAN'S
HEAD
TURN,

dialogue

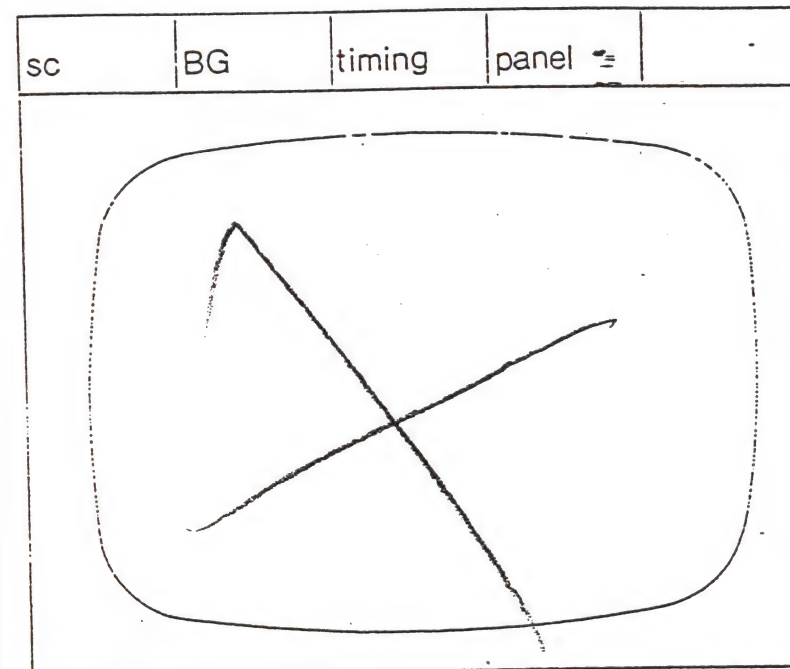
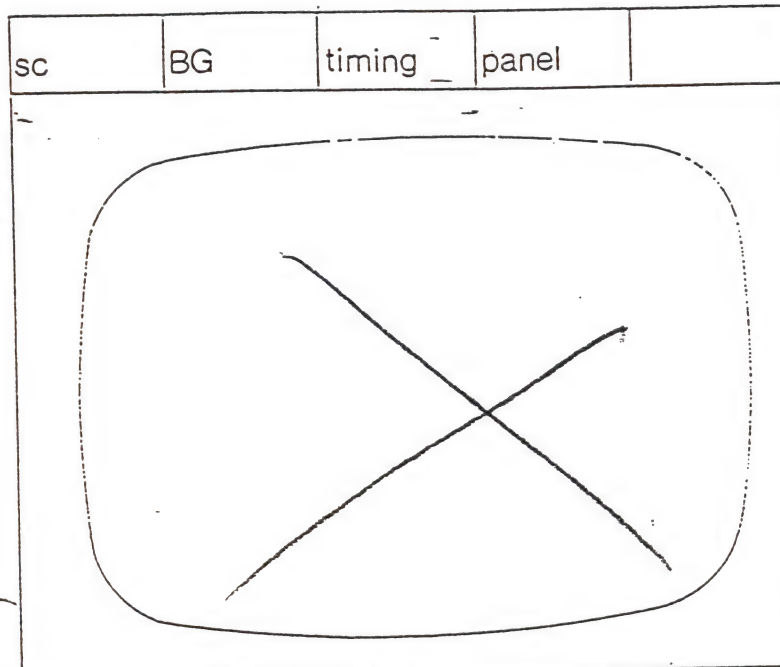
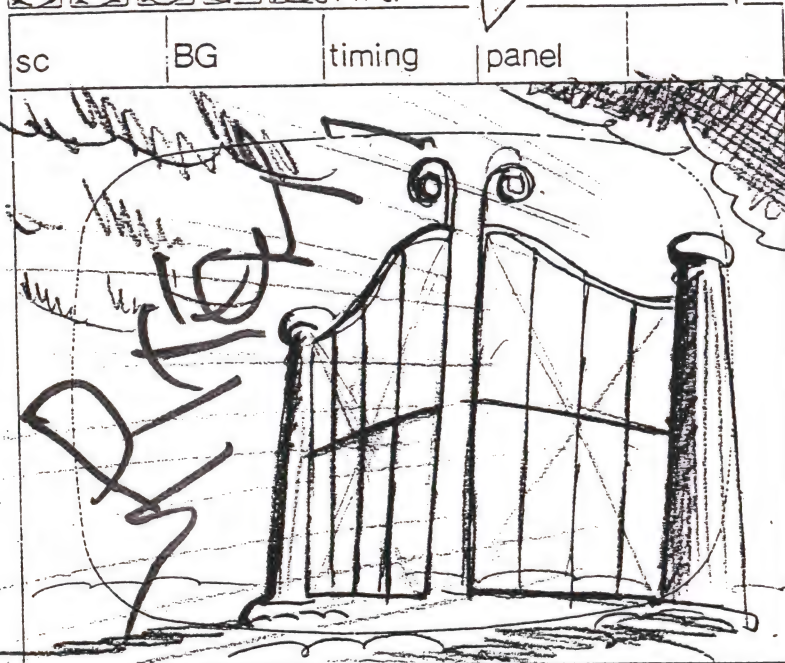
Just follow the light.

director's
notes

BEAM TURNS OFF

A NEW GLOW EMANATES FROM
OS, RIGHT. DUCKMAN IS LIT
BY GOLDEN LIGHT, WITH
SHADOW ON HIS LEFT SIDE.
DUCKMAN TURNS TO
LOOK - SHORT PAN W/
HEAD TURN.

timing



dialogue

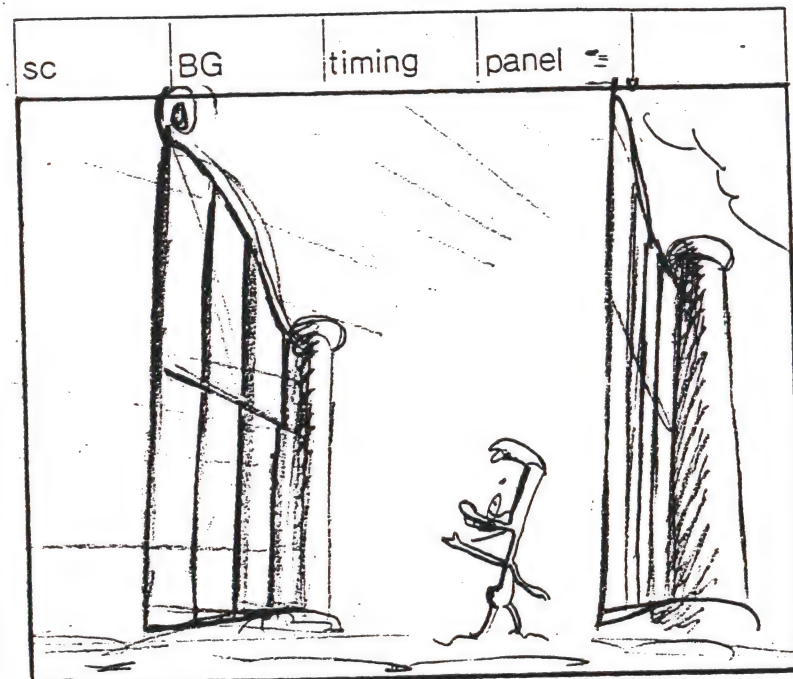
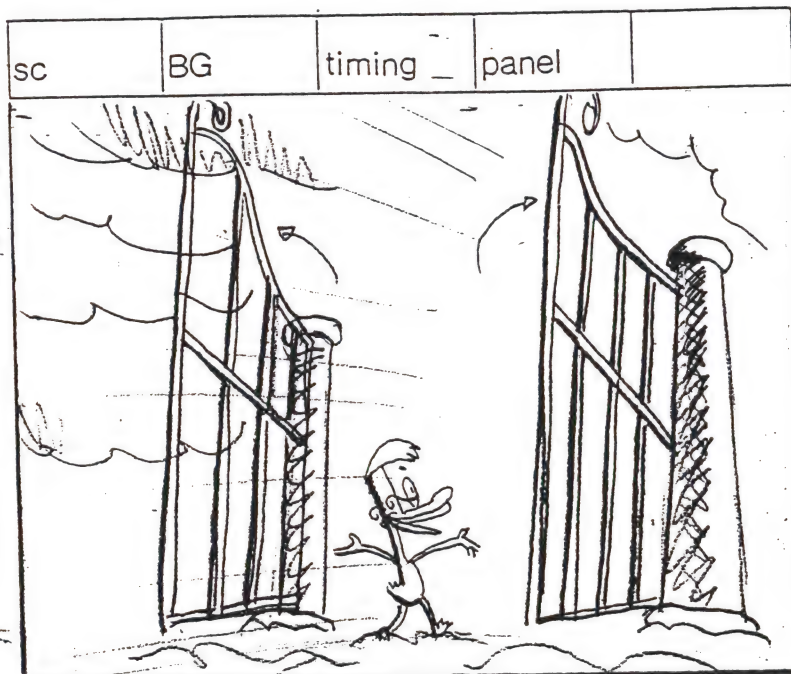
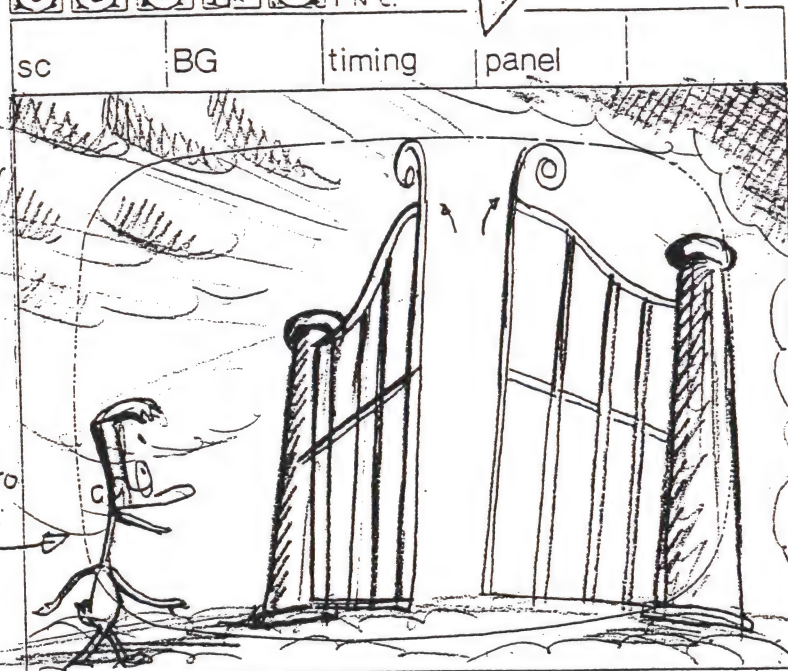
wait a minute,

director's
notes

...Duckman follows the BEAM OF LIGHT through PEARLY GATES,
HARP MUSIC in the background...

timing

Show _____ Title _____



dialogue

DUCKMAN
I know this place..!

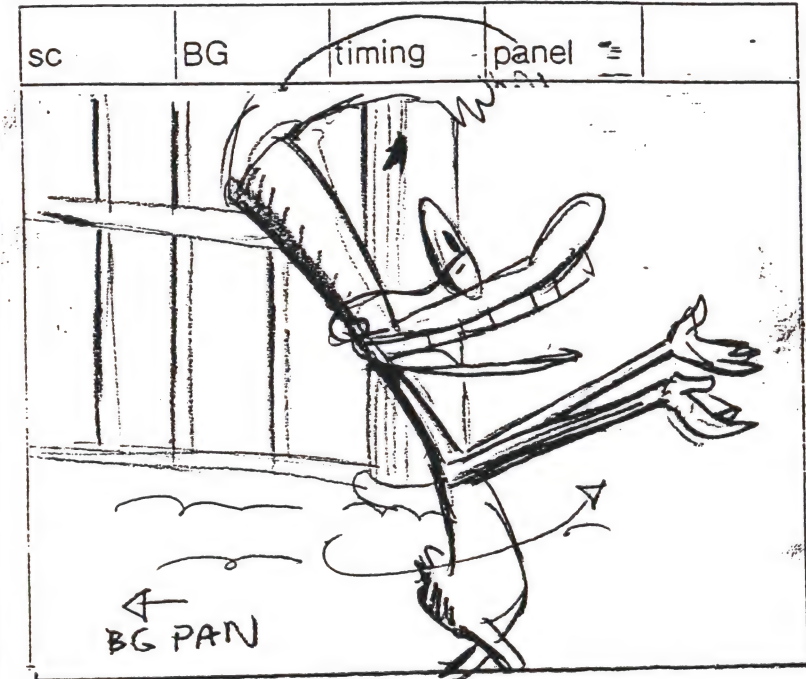
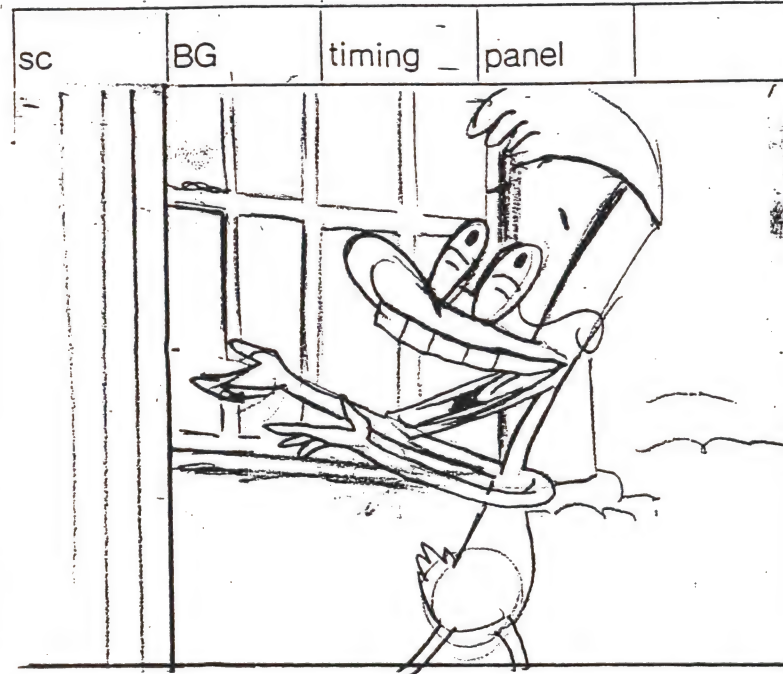
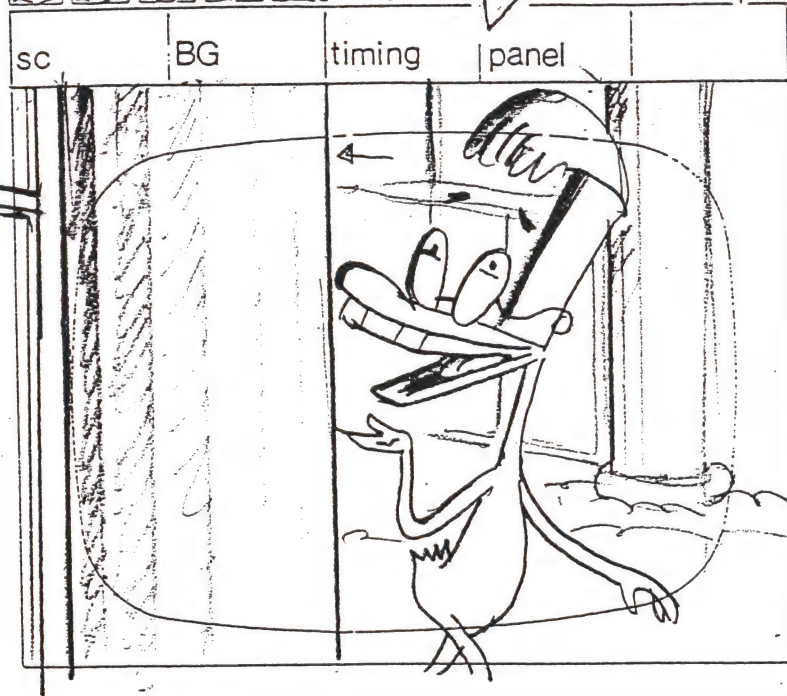
The booming voice,

the billowy clouds,

(H U) →

director's notes

timing



dialogue

the pearly

gates

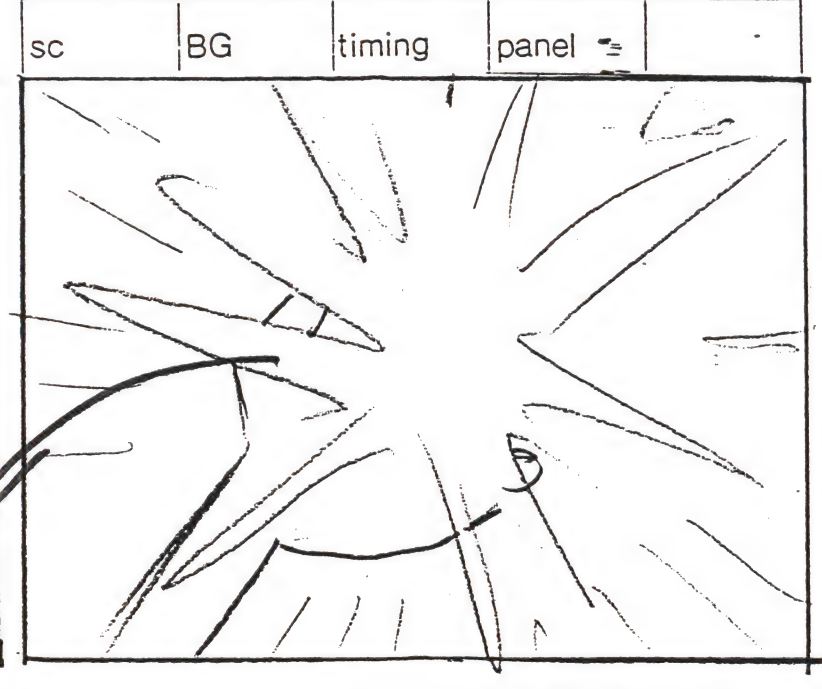
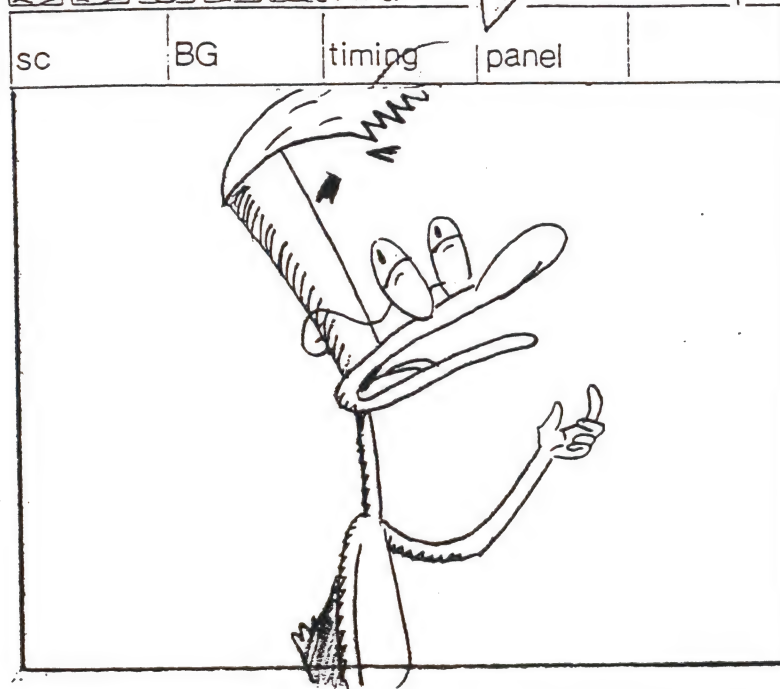
the harp music...

director's
notes

DUCKMAN WALKS OUT FROM
BEHIND PILLAR
PILLAR OVERLAY & TOP PEGGED

LAYOUT
NOTE = PLEASE LOOSEN FIELDING
TO INCLUDE TOP OF DUCKMAN'S
HEAD

timing



dialogue

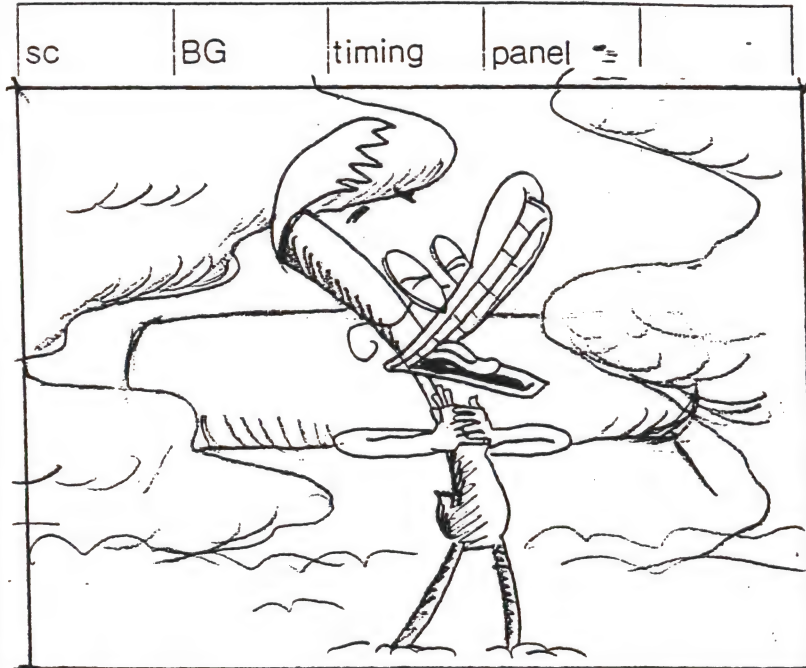
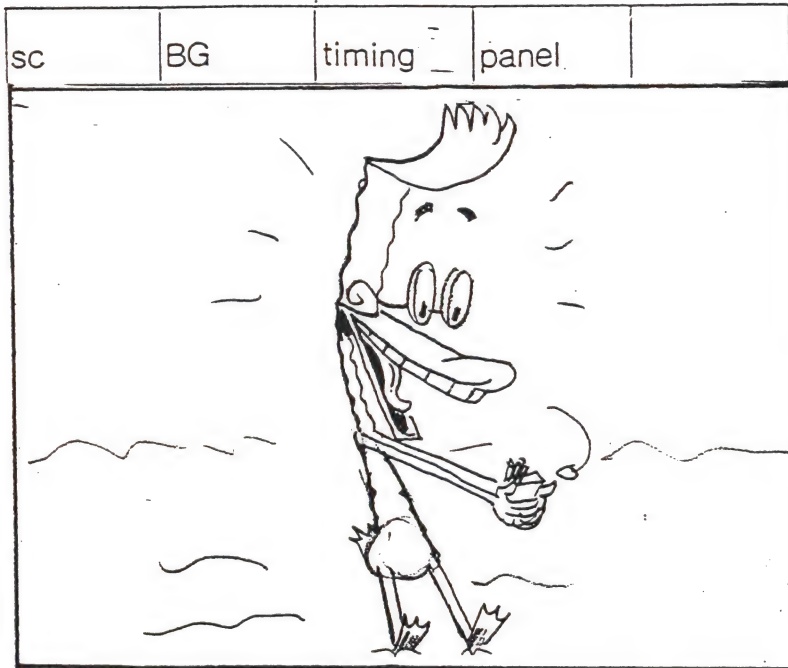
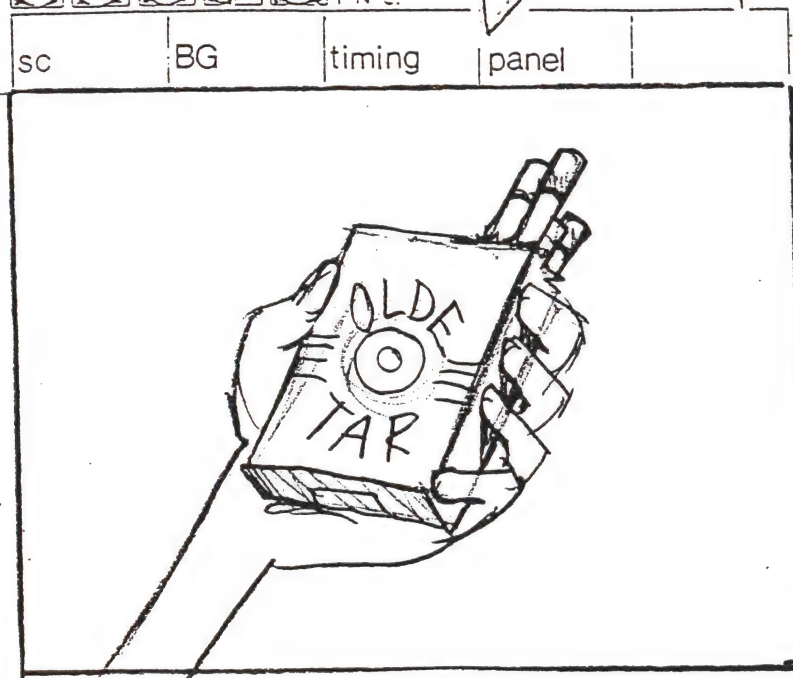
Gimme another clue...

director's
notes

BG PAN STOPS AS HE
DOES

....a PACK OF CIGARETTES appears in his hand...

timing



dialogue

It's

heaven!

DUCKMAN

director's
notes

HU →

START TRUCK OUT

CLOUDS PART BEHIND
DUCKMAN

DUCKMAN PRESSES HIS
CIGARETTES AGAINST
CHEST

timing

sc

BG

timing

TRUCK
CONT.

WE SEE
CLOUDS CONT
TO PART

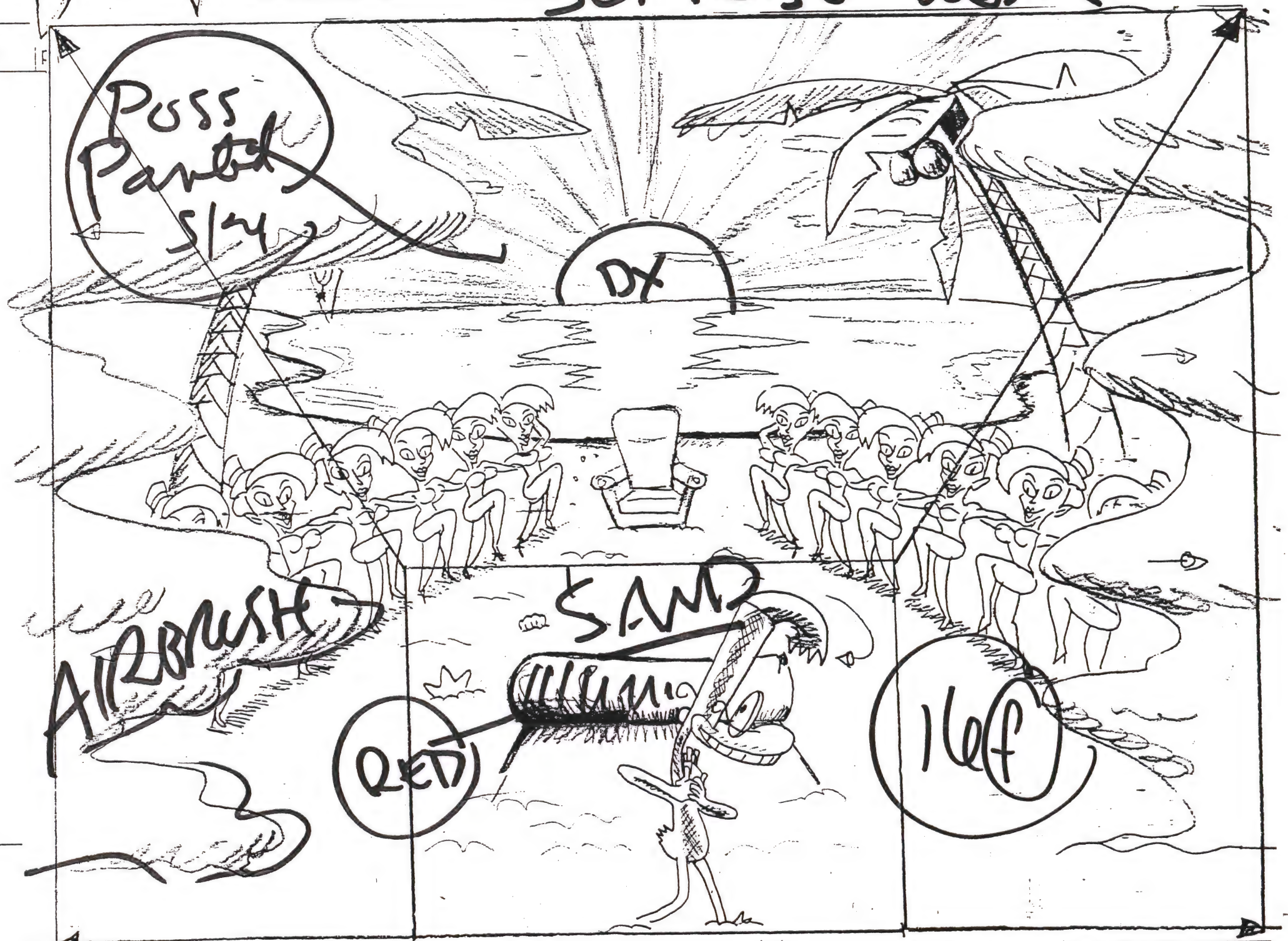
dialogue

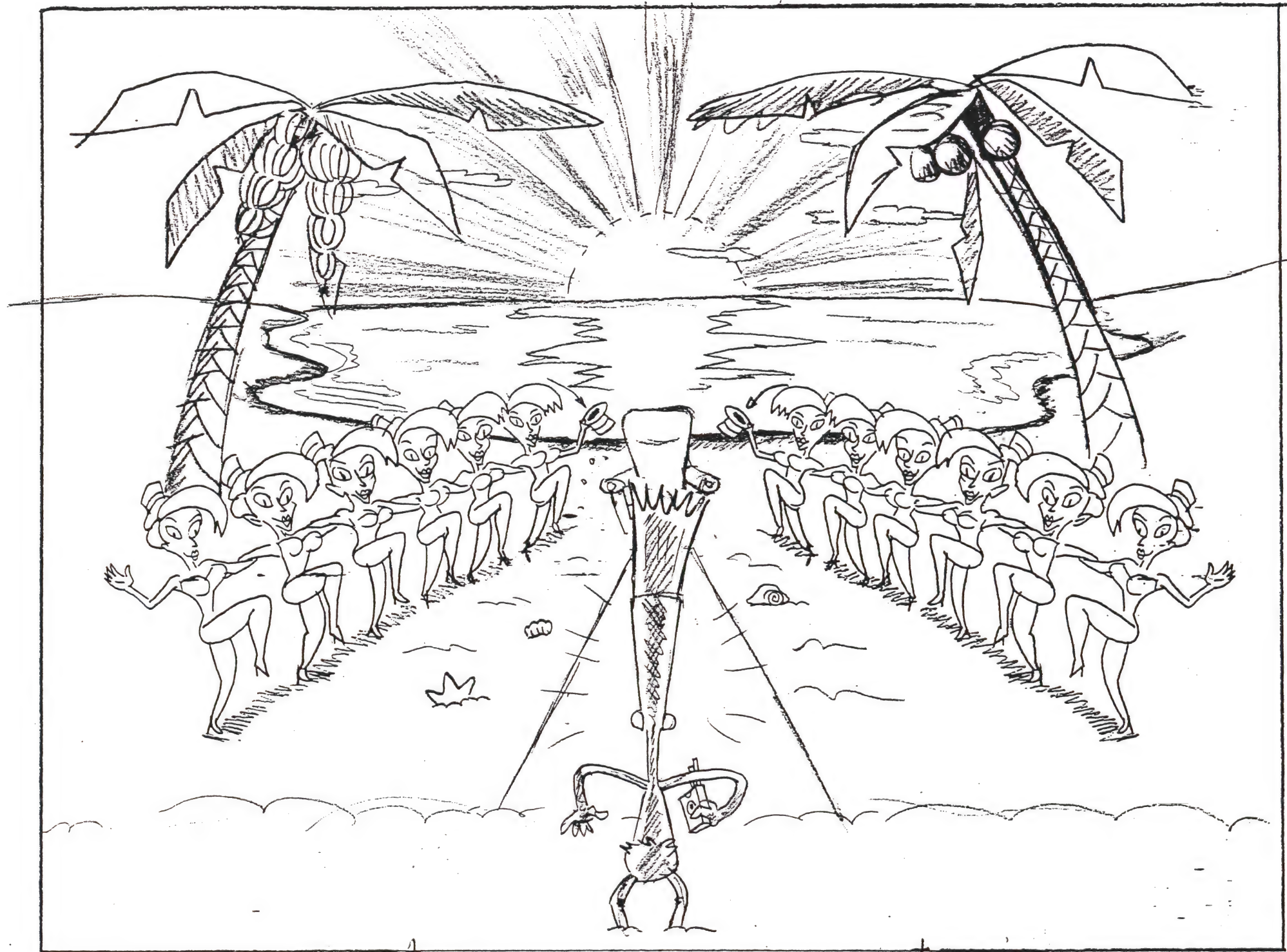
DUCKMAN
TURNS
AS
RED CARPET
UNFURLS
& DANCING
GIRLS
DO KICKS
KICK

director's
notes

THE
SUN RISES
IN
BG.

timing





sc	BG	timing
----	----	--------

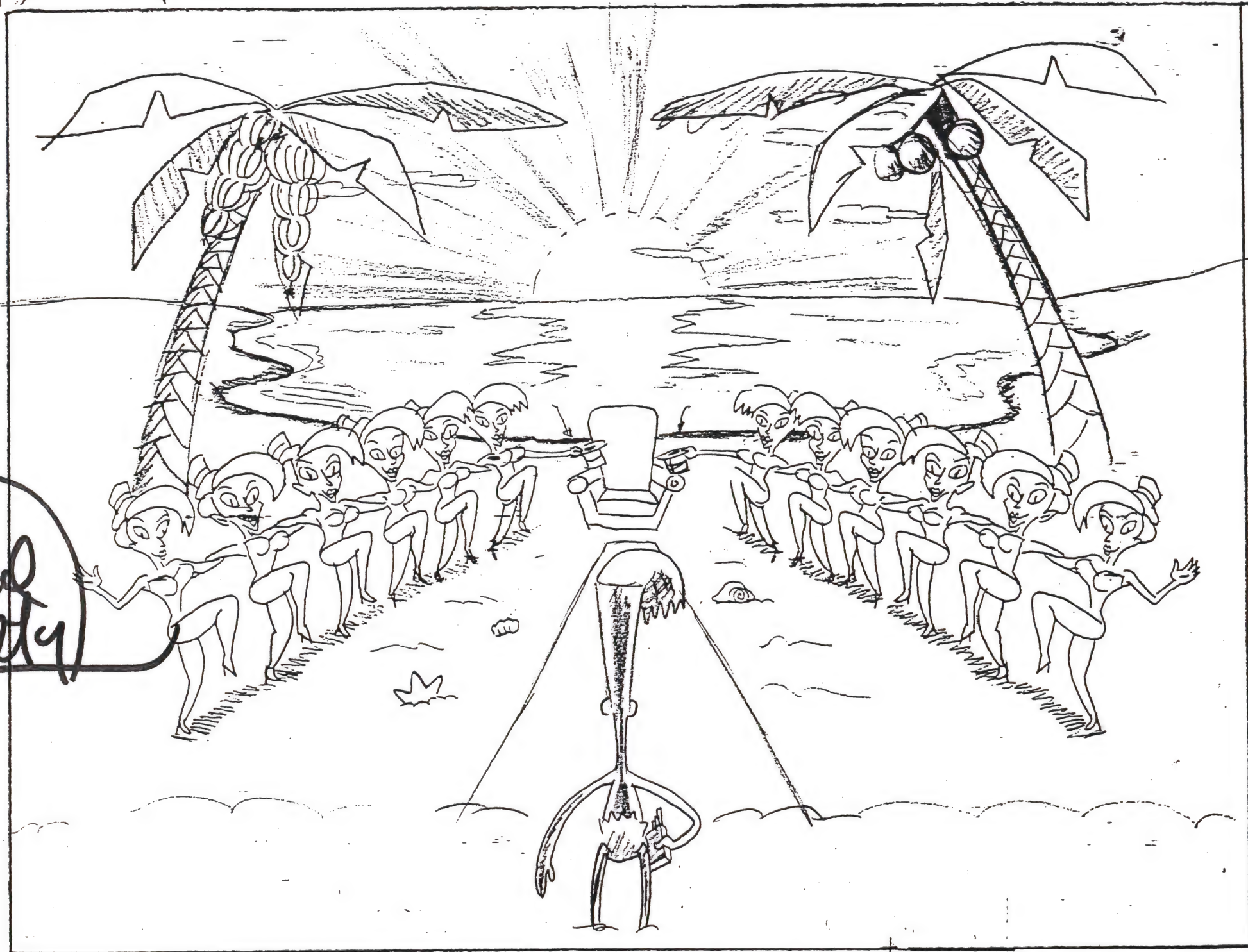
dialog

"CRONKITE" VOICE (O.C.)

I have

dir to:
note

School
Variety



timing

sc	BG	timing	panel
----	----	--------	-------



dialogue

your file

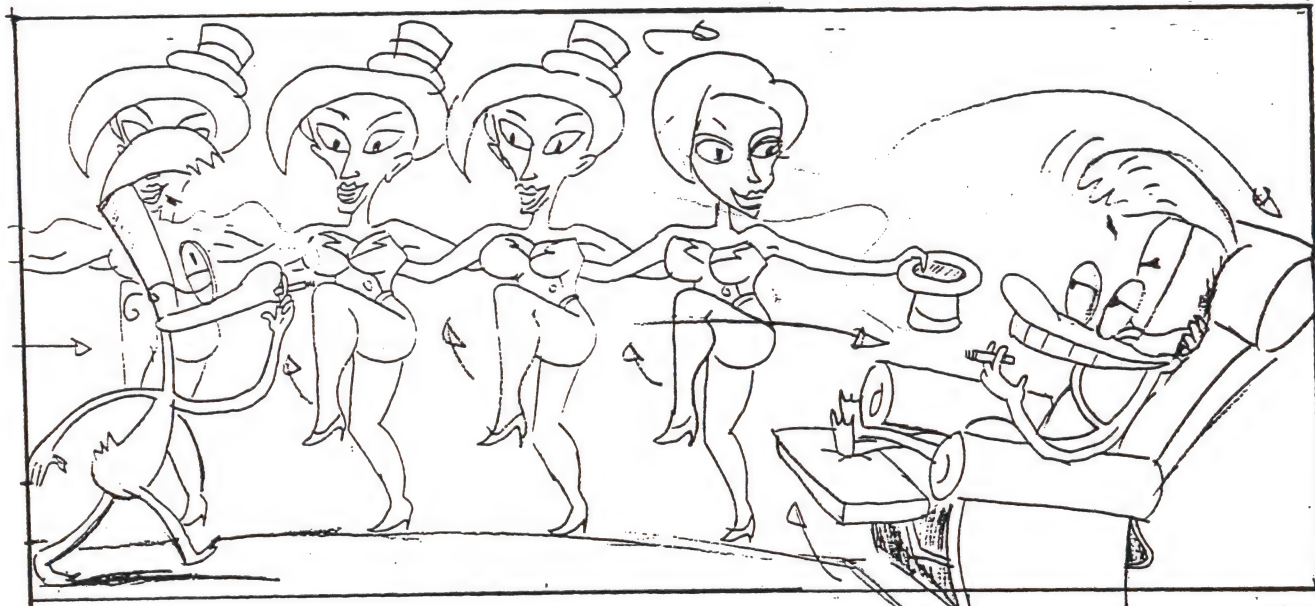
director's
notes

SHOWGIRLS CONTINUE KICKS
THEIR EYES FOLLOW DUCKMAN
AS HE PASSES

timing

sc	BG	timing	panel
----	----	--------	-------

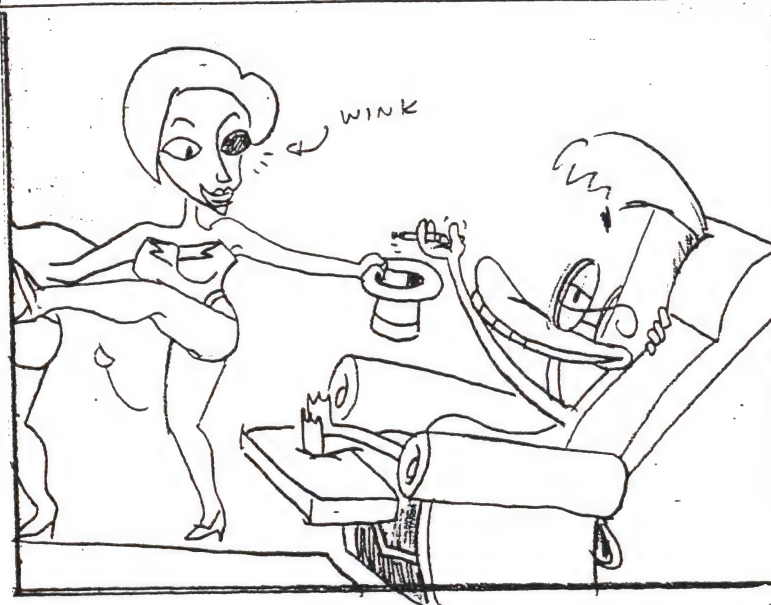
PAN
W/
DUCKMAN



here, we've tried to provide

DUCKMAN CROSSES SMOKING
HIS CIGARETTE. HE STRIDES
(A LA GROUCHO) & HOPS
INTO RECLINER, IT RECLINES

sc BG timing panel



dialogue

you with

director's
notes

END SHOW GIRL WINKS @
HIM (AS HE TAPS ASH INTO
HER HAT



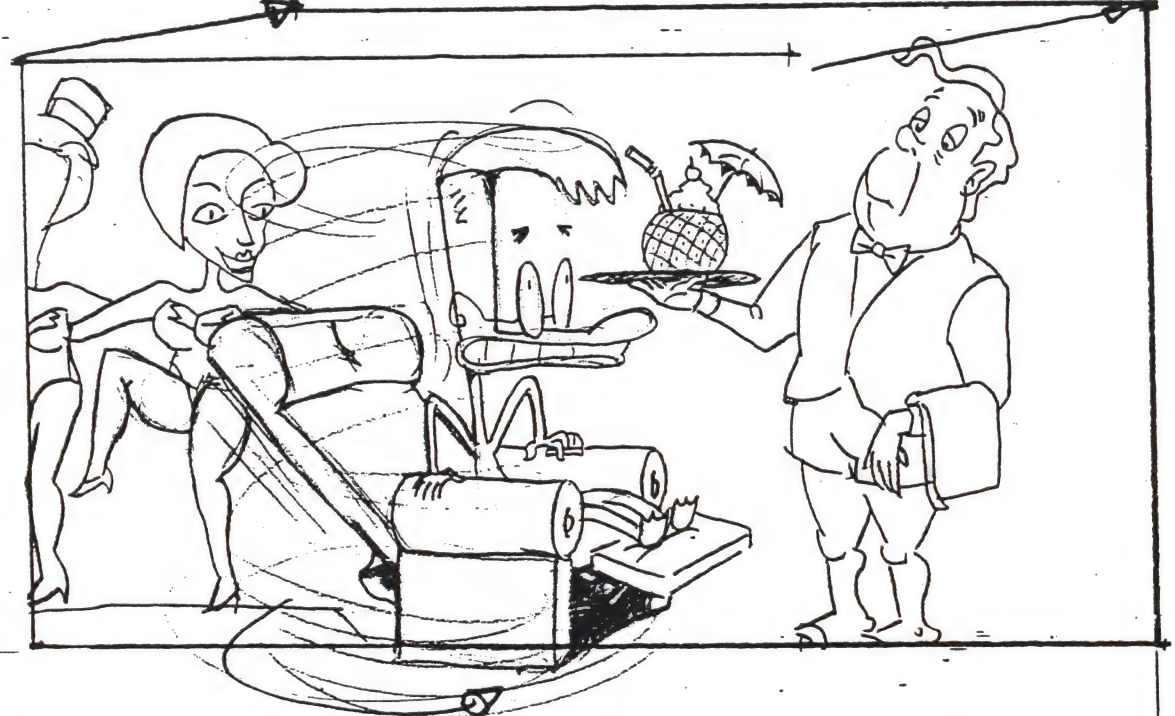
HIS
THUMB
TAPS
CIGARETTE
AND
ASH FALLS

timing

sc RG timing panel

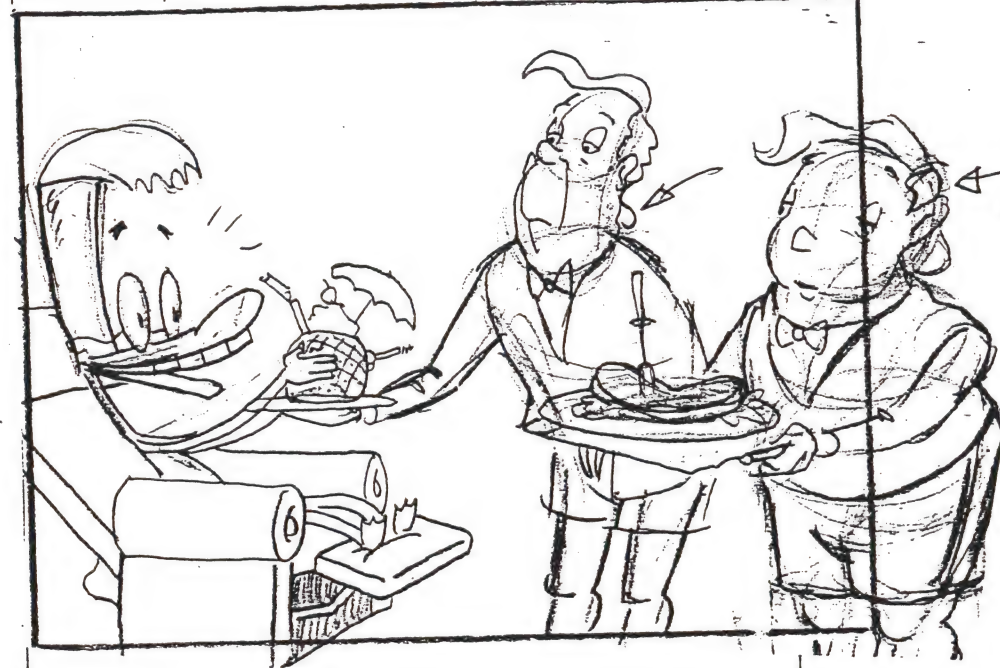
QUICK SHORT
PAN TRUCK OUT
W/ DUCKMAN AS
HIS CHAIR SPINS
160° SUDDENLY

WAITER # 1 IS
REVEALED W/
A DRINK



everything you

sc	BG	timing	panel

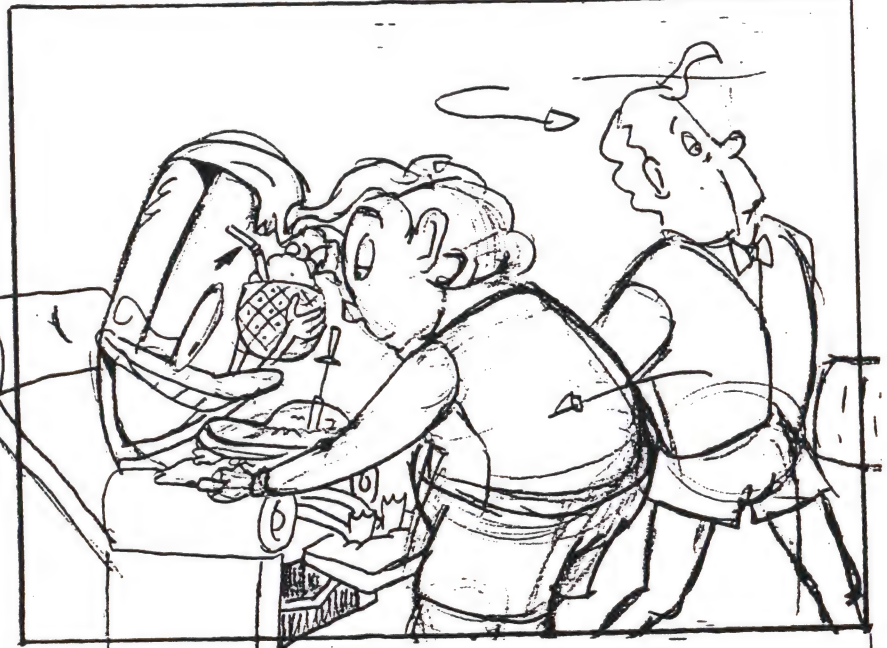


WAITER 1 GIVES
D'MAN THE DRINK

WAITER 2 ENTERS
W/ STEAK

WAITER 1 EXITS sc.
WAITER 2 SETS
PLATTER DOWN
ON D'MAN'S LAP

sc	BG	timing	panel

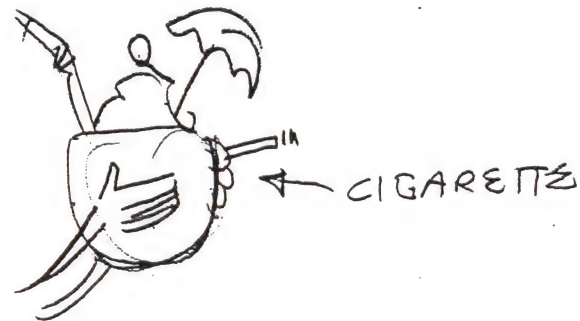


dialogue

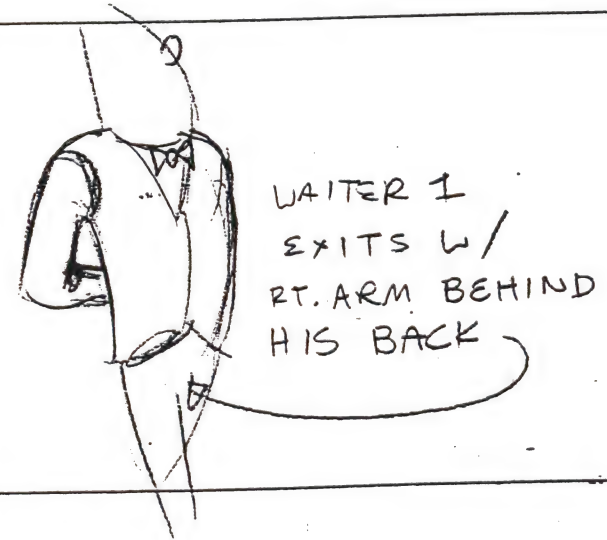
ever wanted

in your

director's
notes

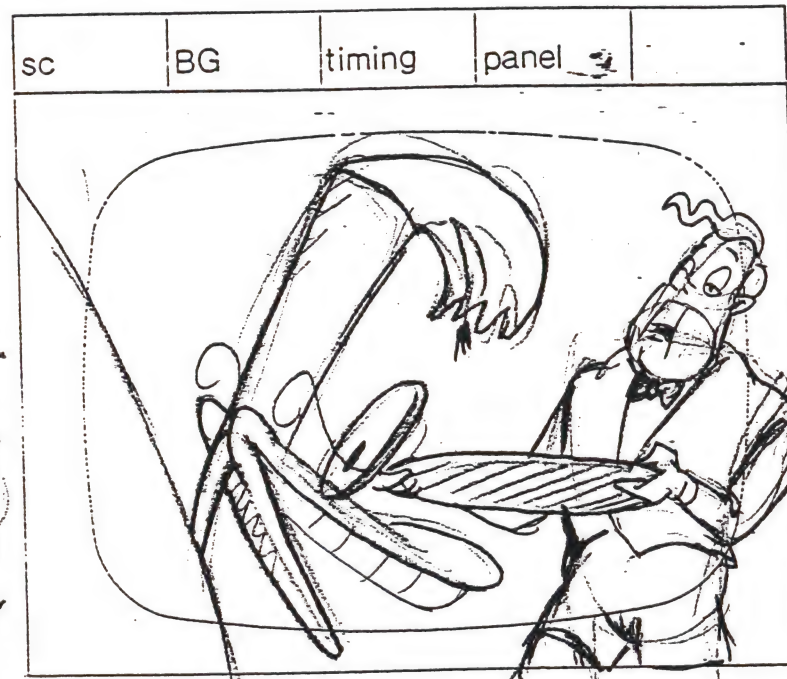
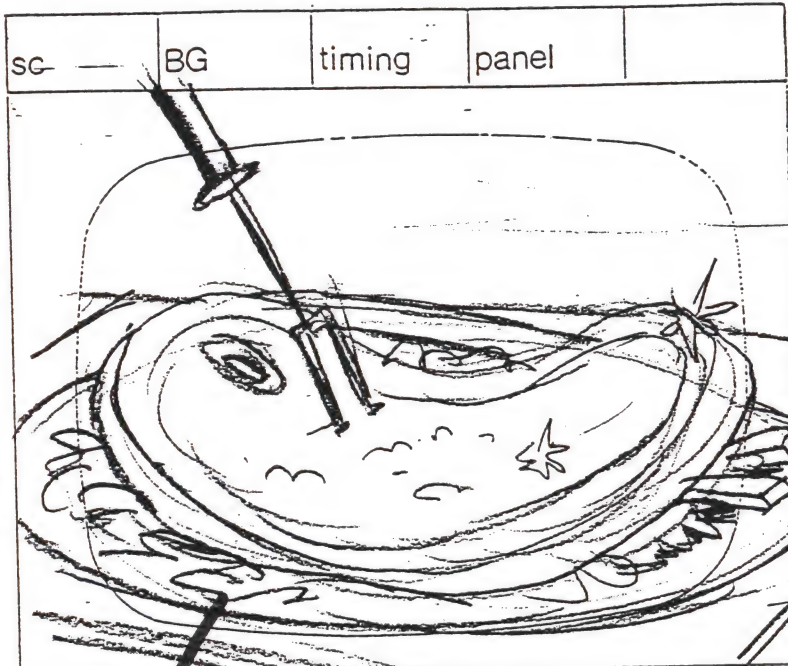
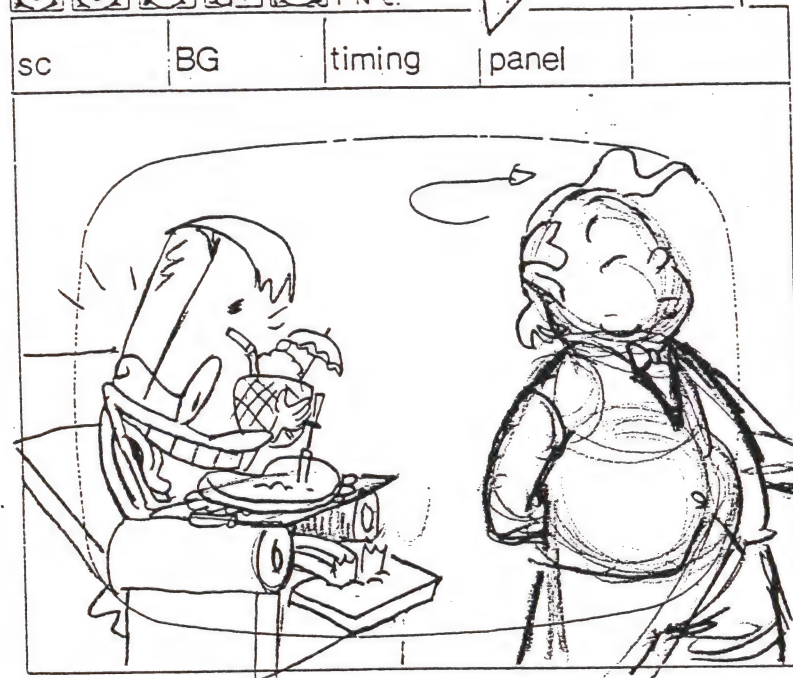


CIGARETTE



WAITER 1
EXITS W/
RT. ARM BEHIND
HIS BACK

timing



dialogue

life...

director's
notes

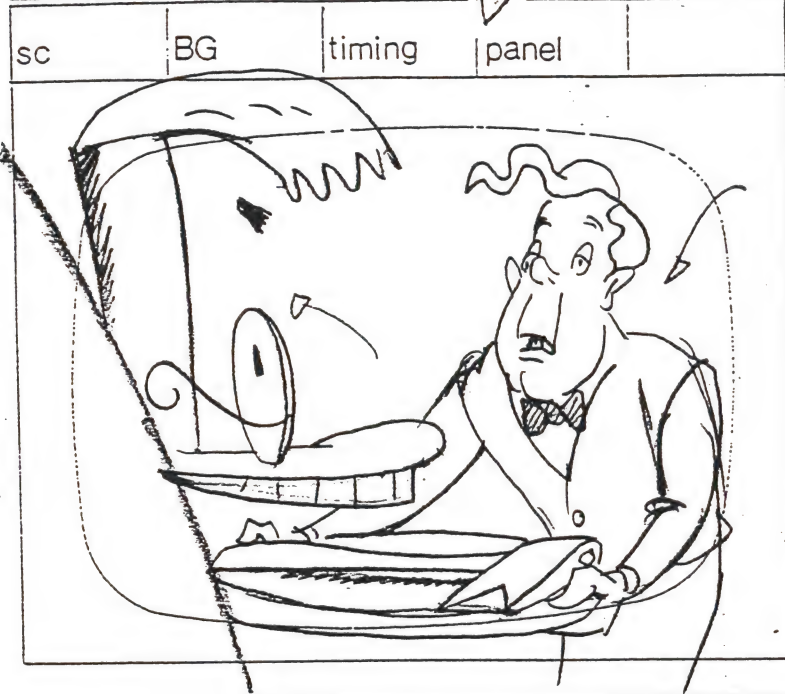
ARBRUSHING
PAINTING
Tex Avery Style

BUTLER

Care to

WE SEE BOTTOM OF SERVING
TRAY ...

timing



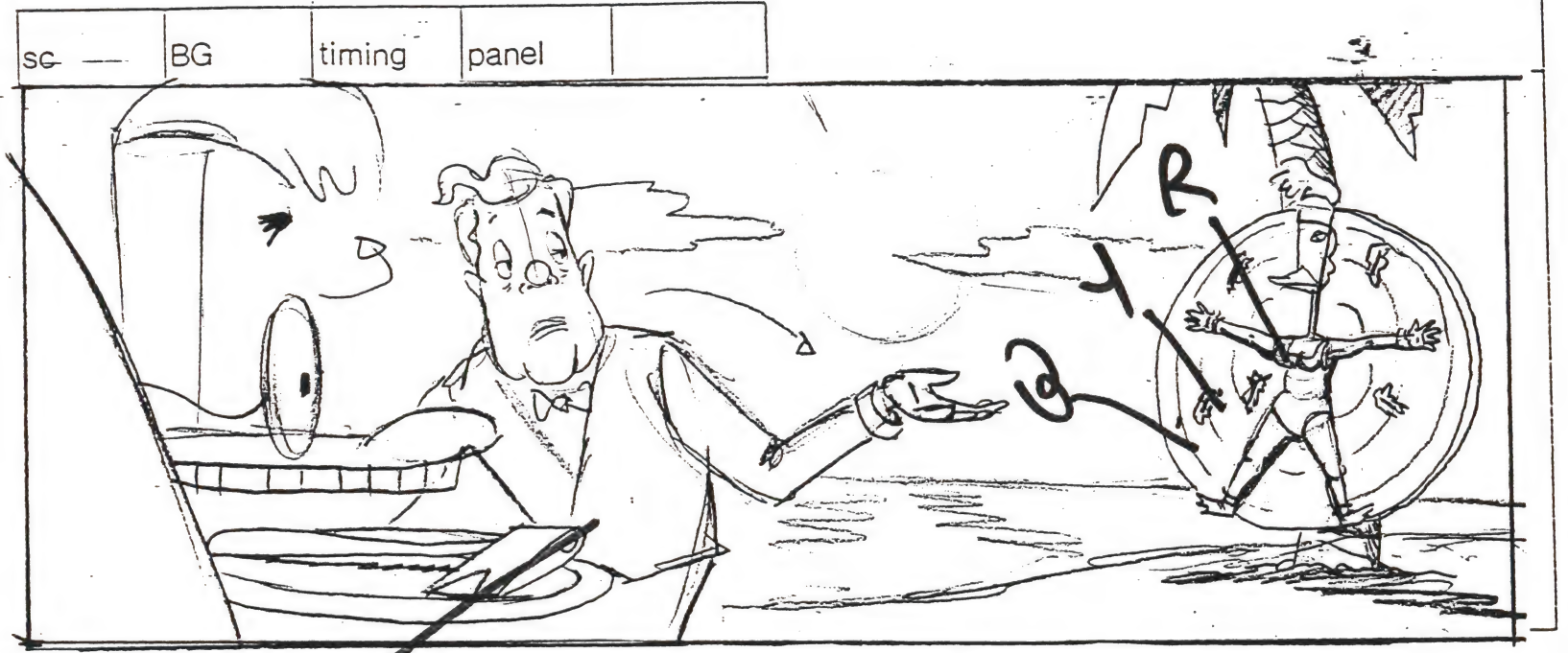
dialogue

BUTLER
throw an axe,

director's
notes

AXE IS REVEALED

timing



START

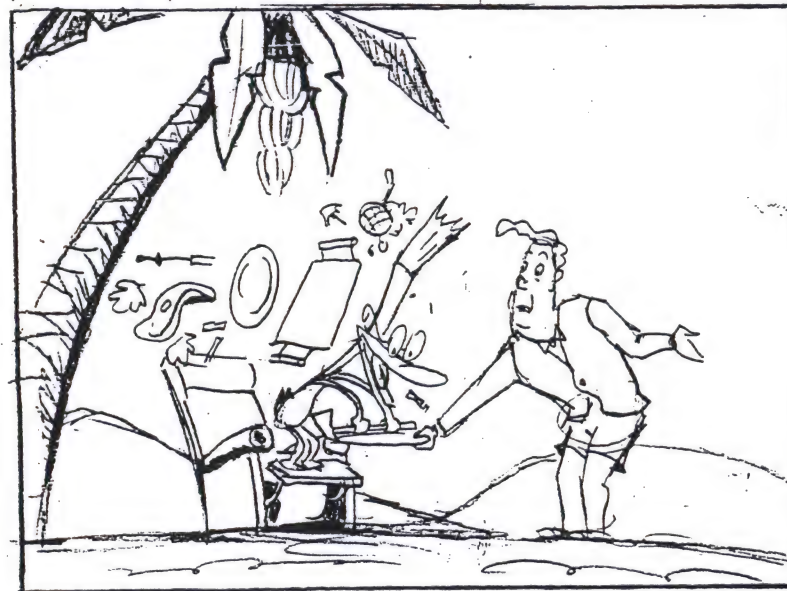
STOP

BUTLER
sir?

Hiclas
on the
Beach

...he points to a LIFELIKE FIGURE OF BERNICE standing in front of a TARGET. Duckman reacts, grabbing the axe, but before he can throw it... um!

sc _____ BG _____ timing _____ panel _____



sc _____ BG _____ timing _____ panel _____

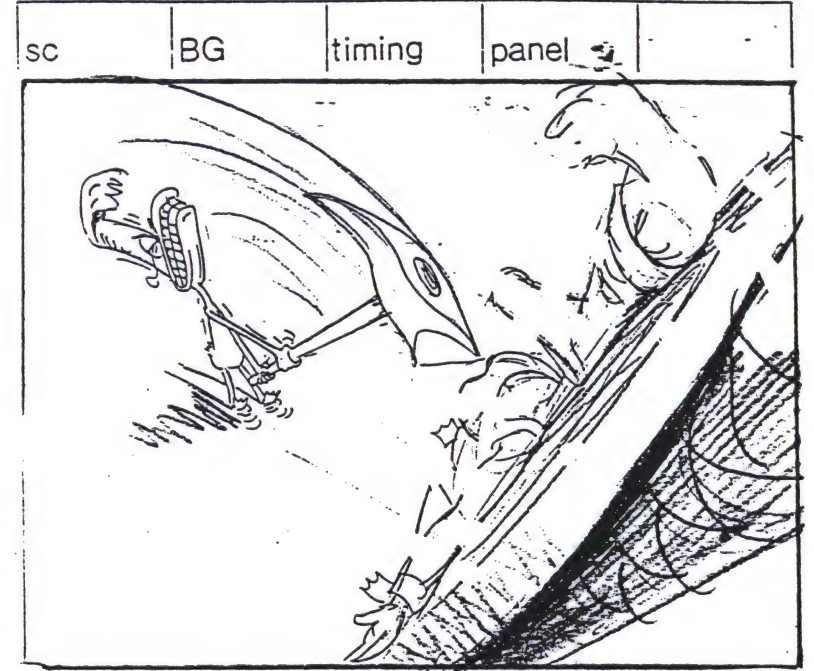
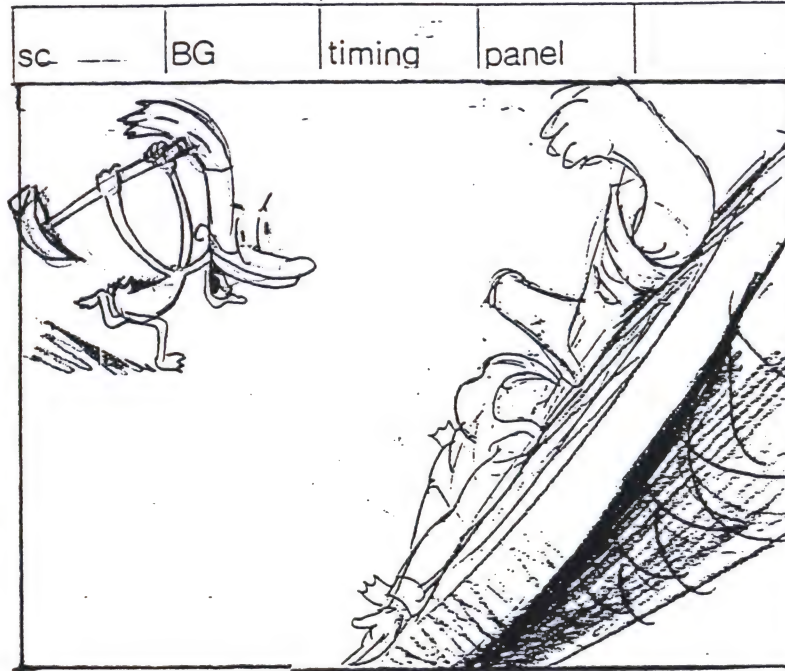
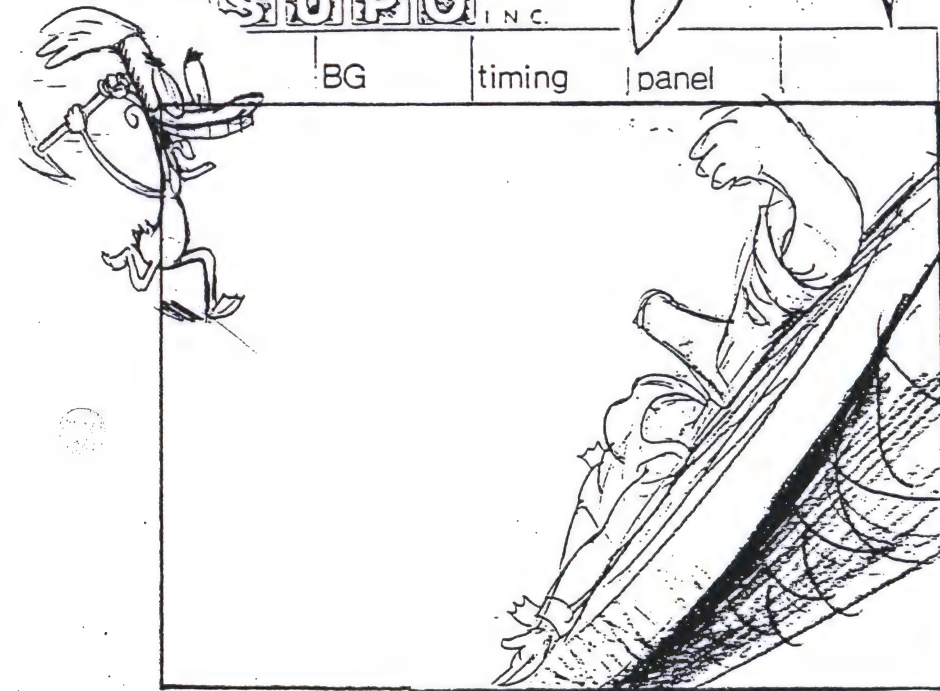


dialogue

DUCKMAN
BAN ZAI !!

director's
notes

timing



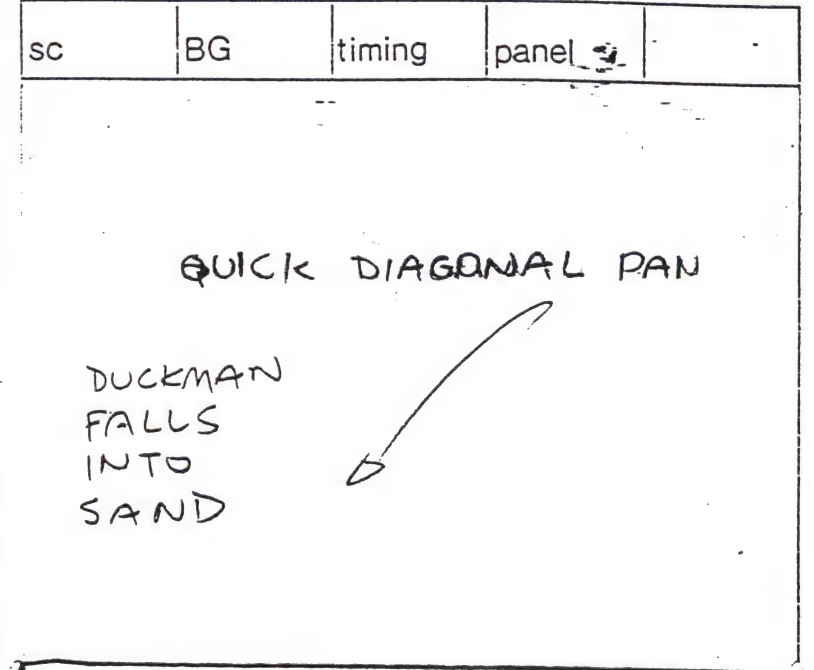
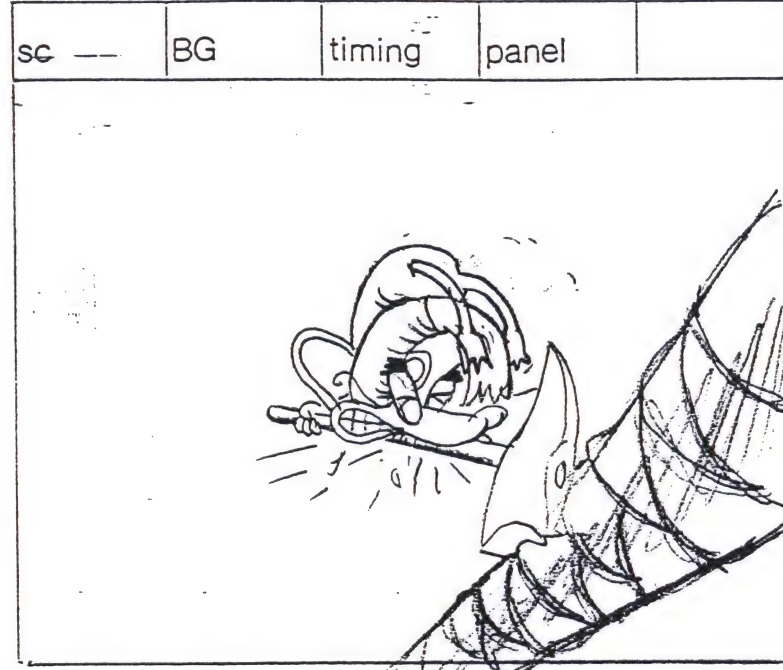
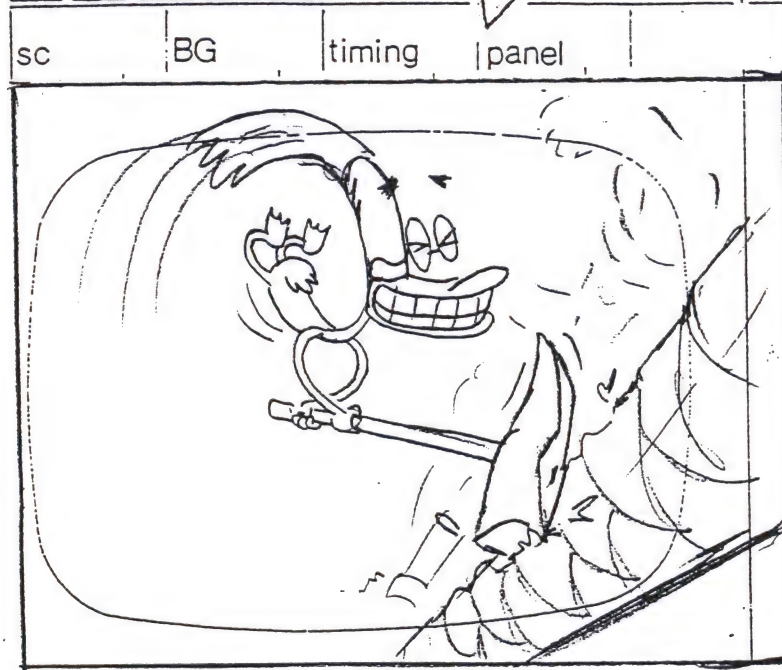
dialogue

"CRONKITE" VOICE (O.C.)

Wait a minute _____, there's been

director's
notes

timing



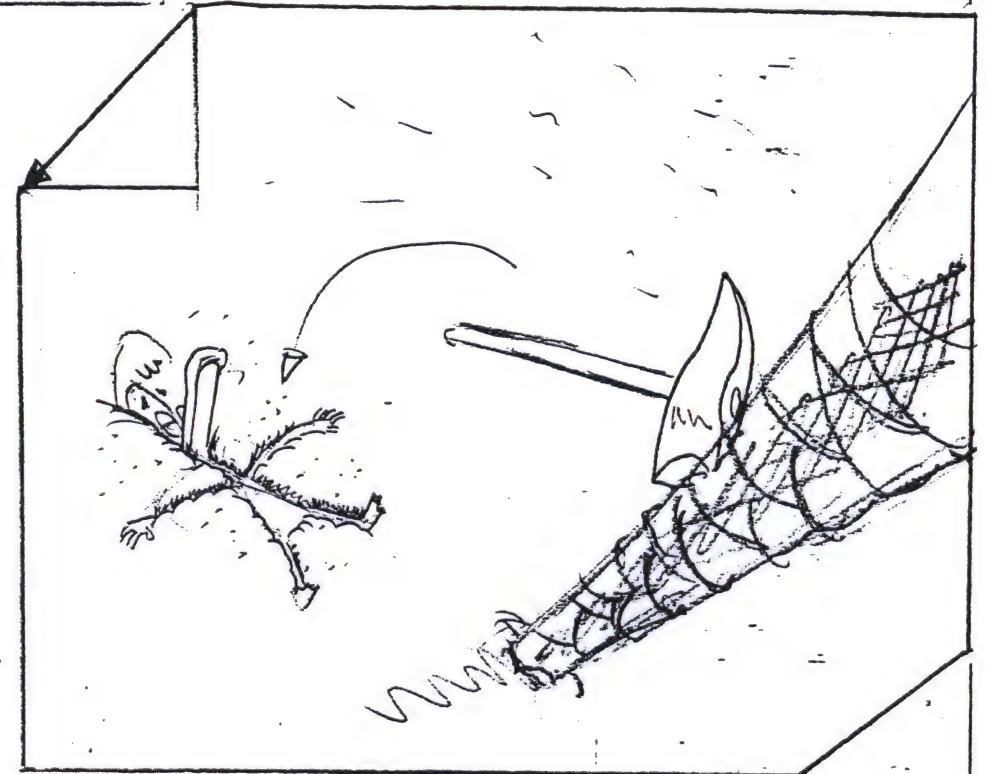
dialogue

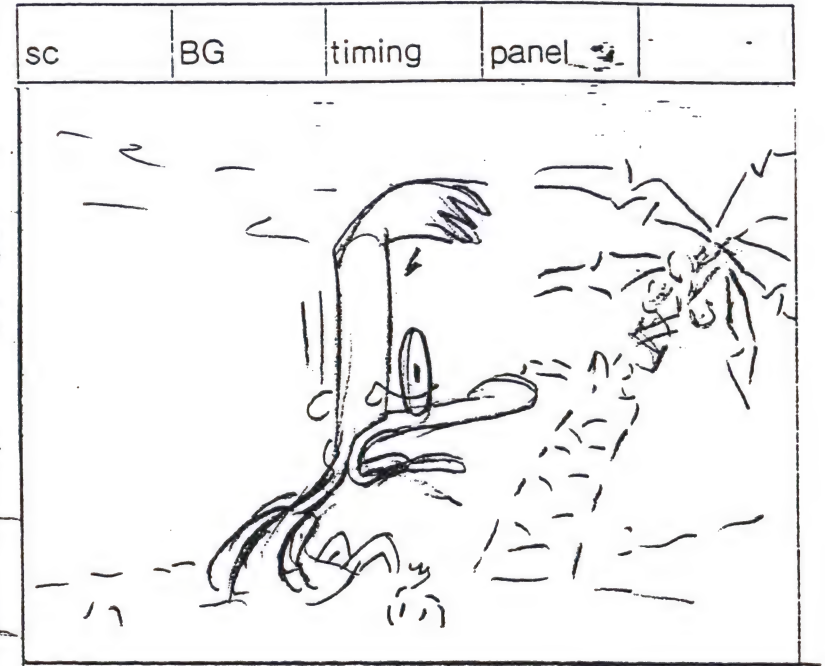
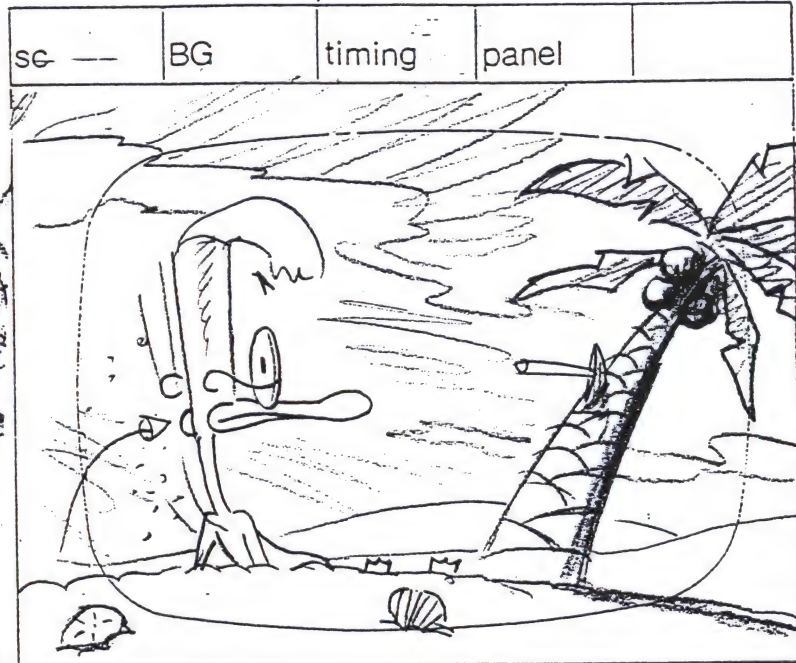
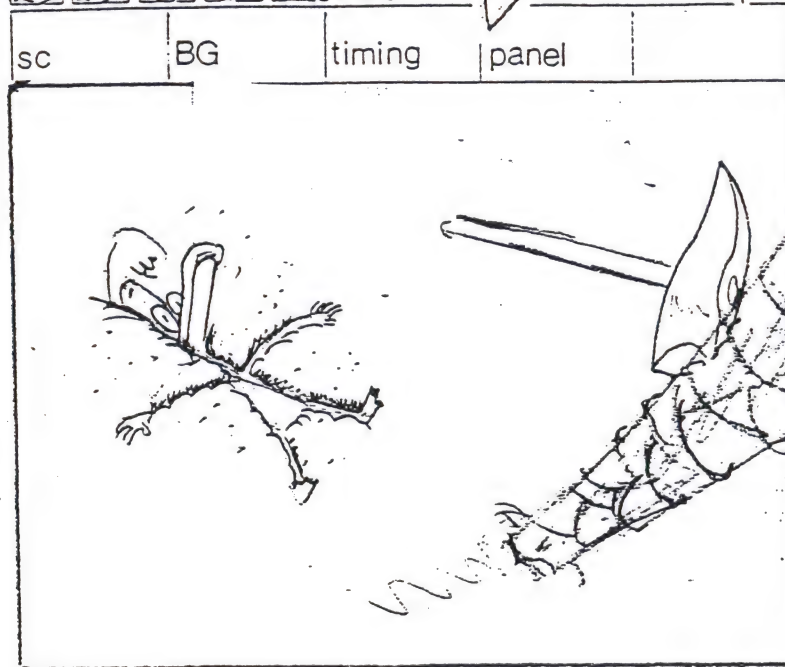
mistake in

your file...

director's
notes

timing





dialogue

you're not

~~CRON CTE~~

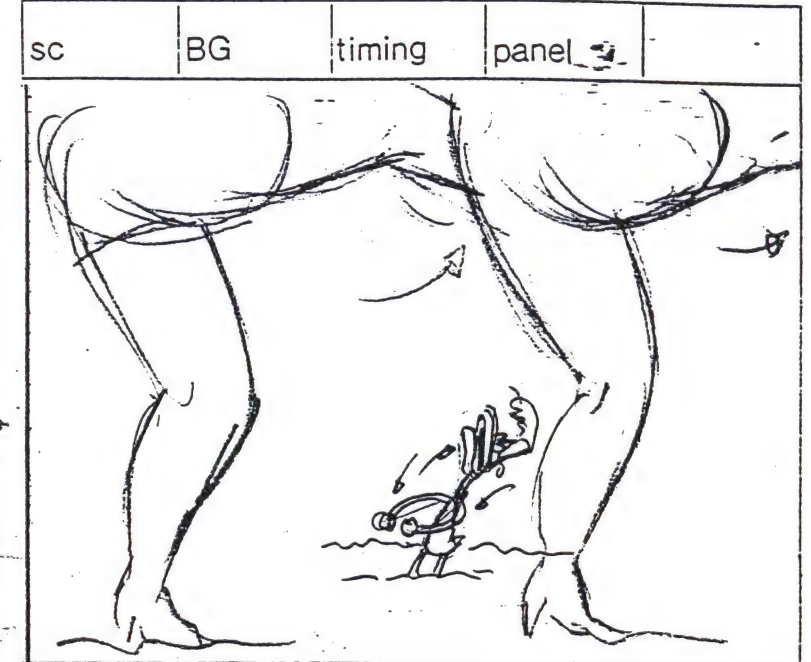
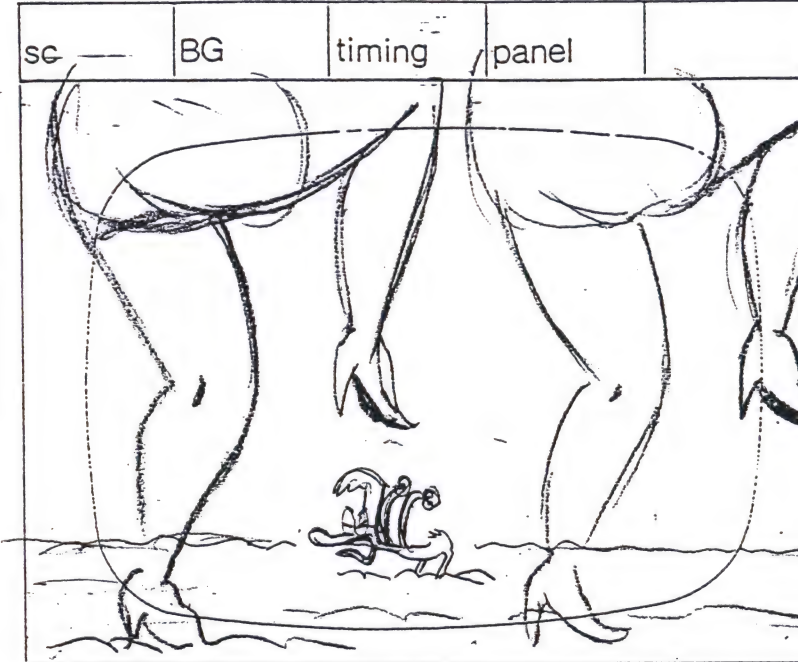
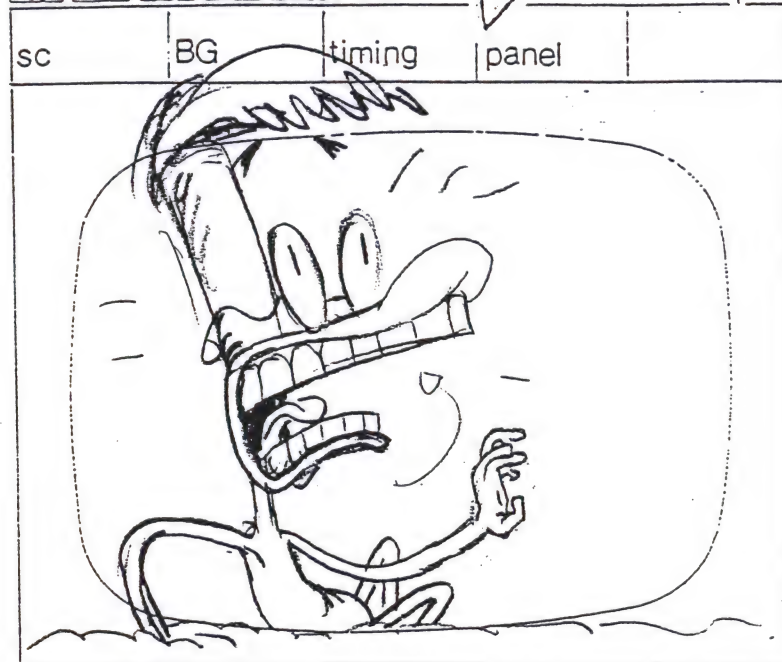
supposed to be

here...

director's
notes

BLINKS

timing



dialogue

What?!

DUCKMAN

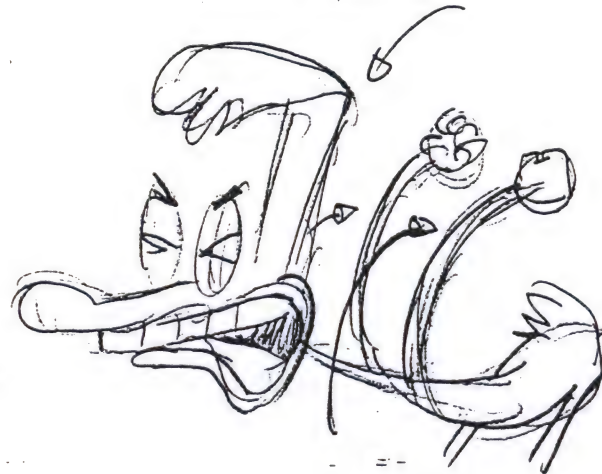
director's
notes

HV

timing

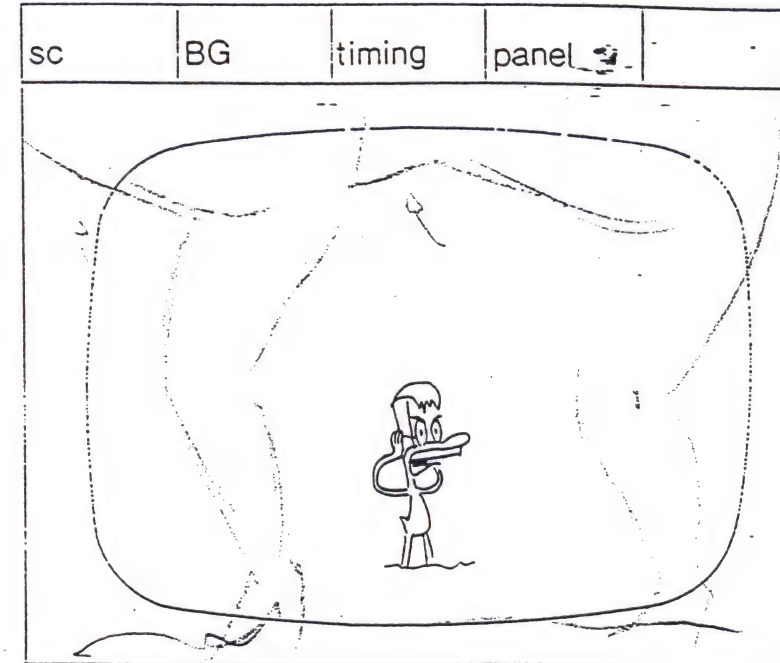
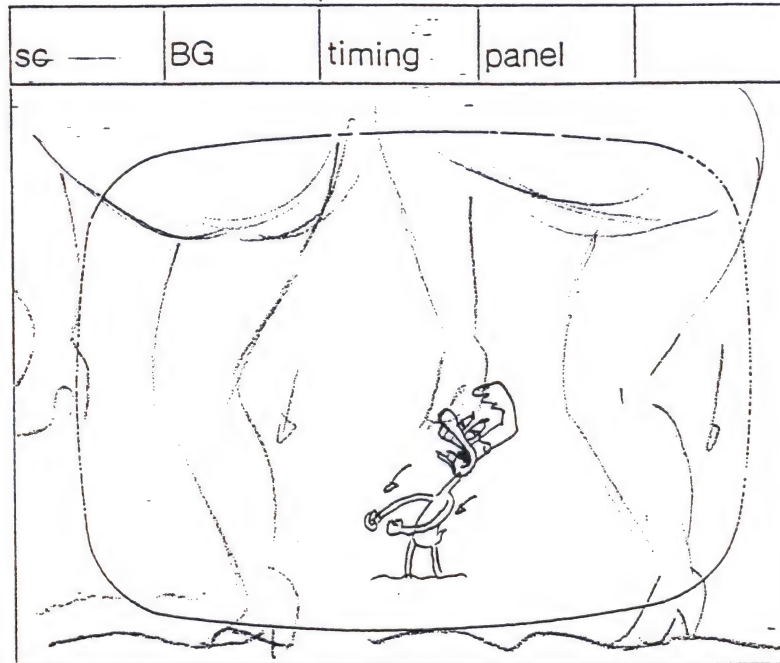
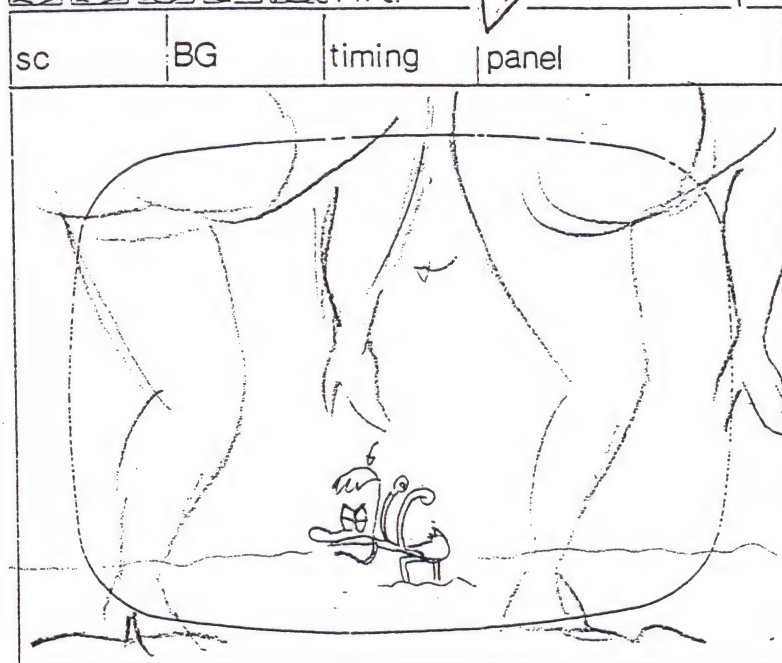
DUCKMAN (CONT)

I knew



DUCKMAN (CONT)

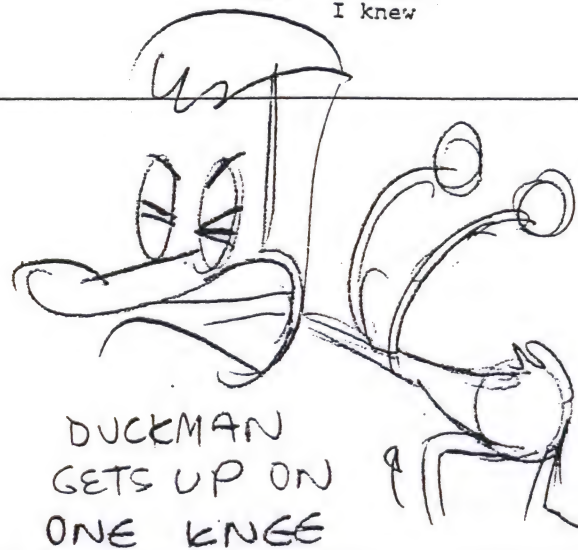
it,



dialogue

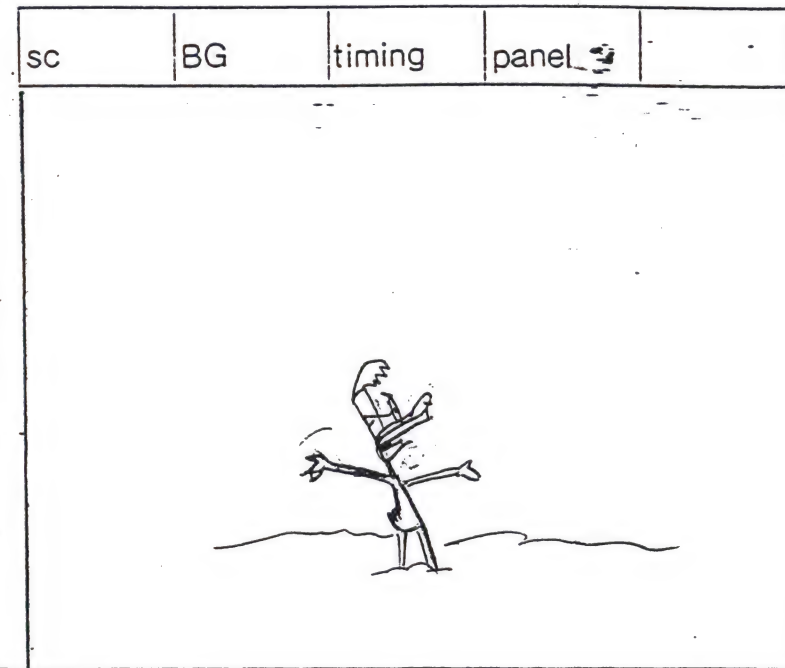
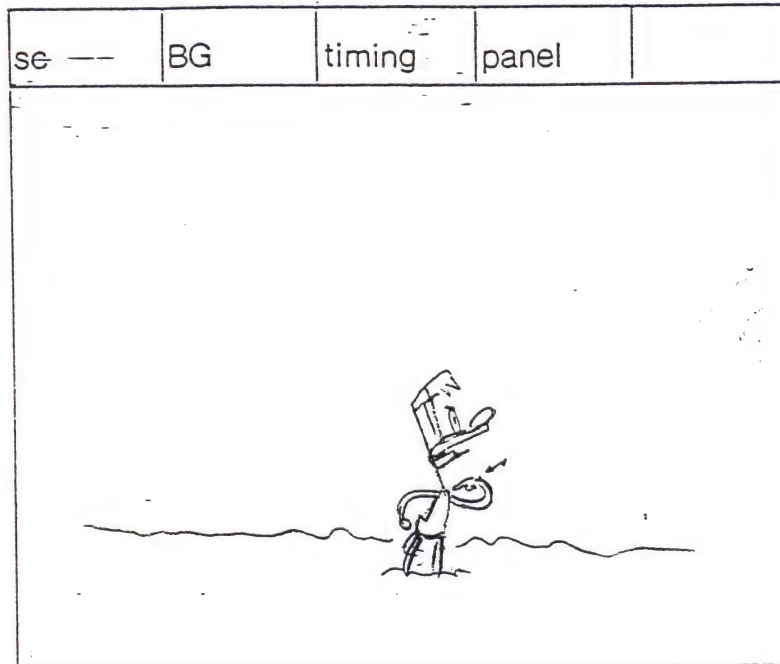
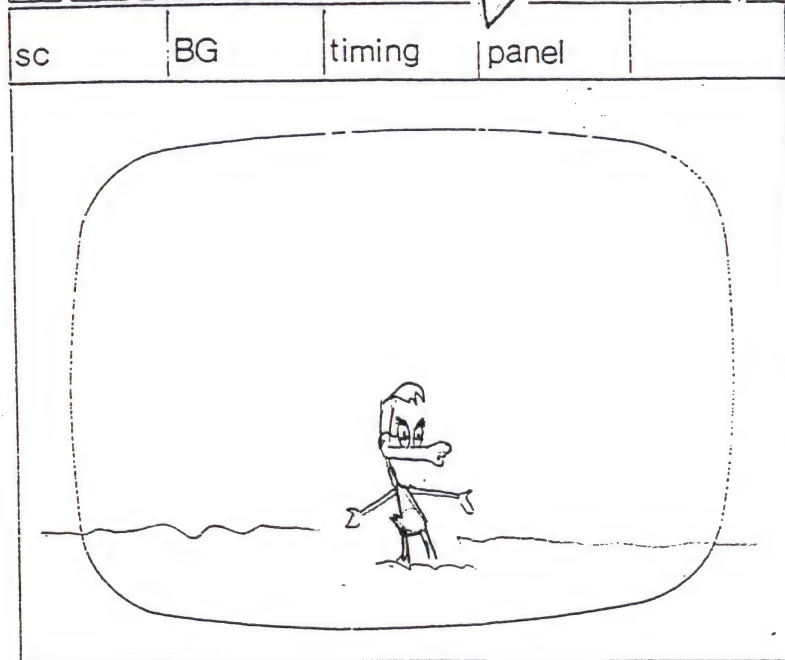
DUCKMAN
I knew

director's
notes



DUCKMAN STAND

timing



dialogue

DUCKMAN
be true,

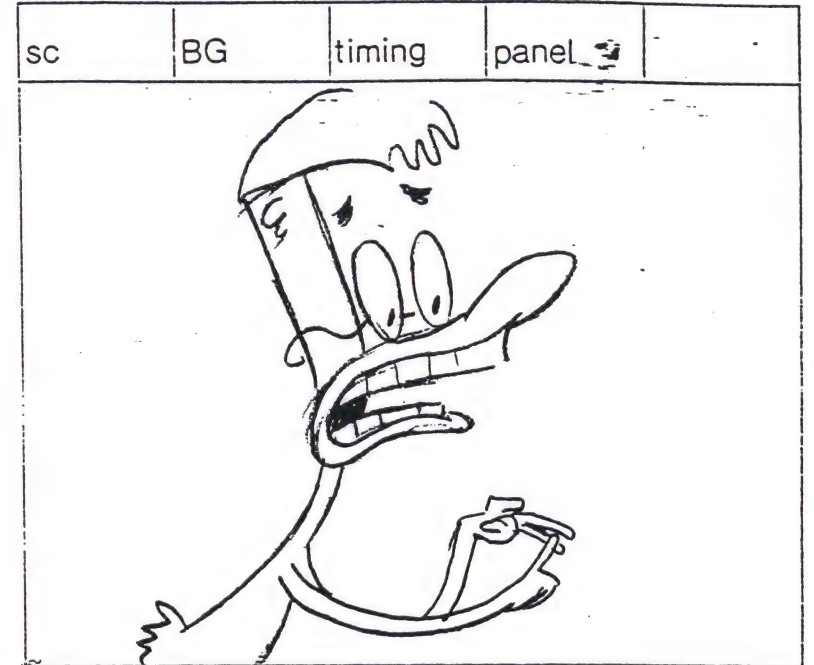
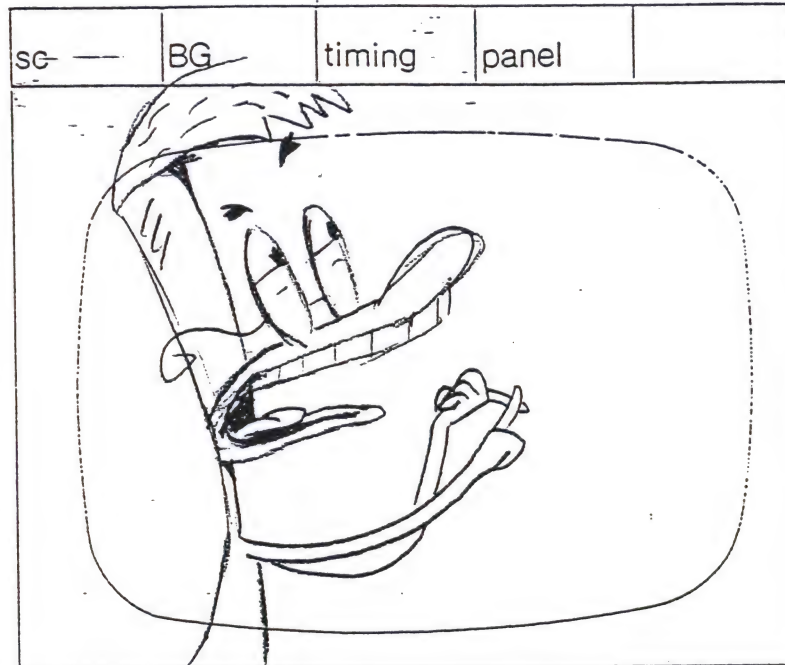
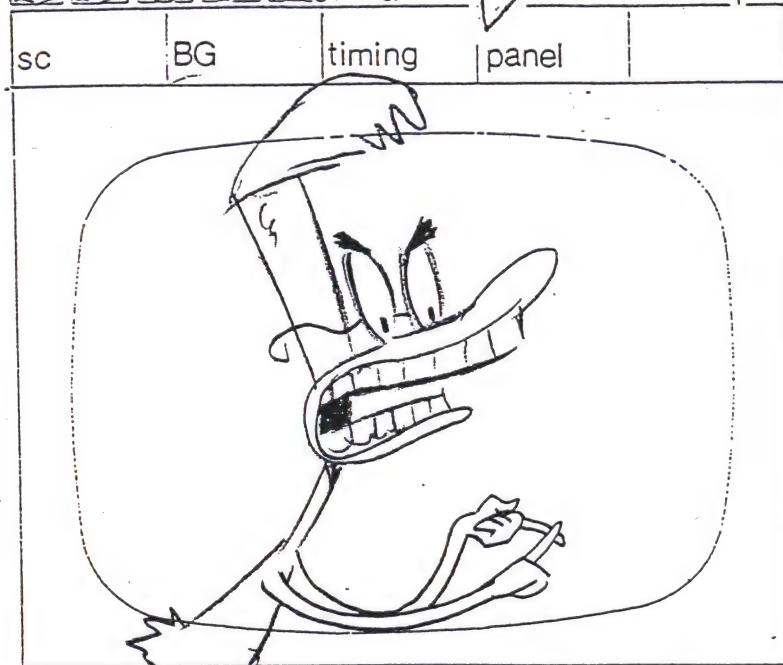
director's
notes



timing

I mean I haven't exactly
been a poster boy

for religion...



dialogue

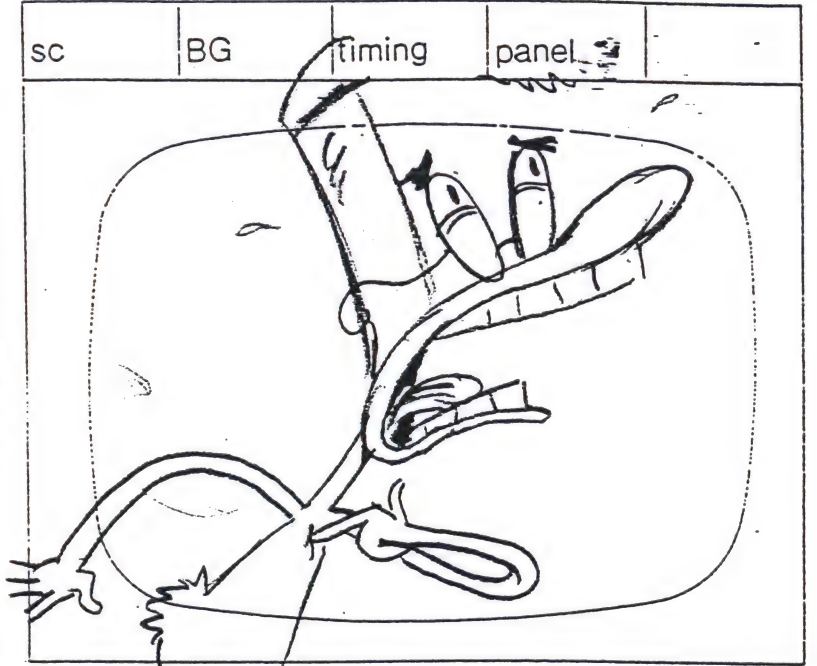
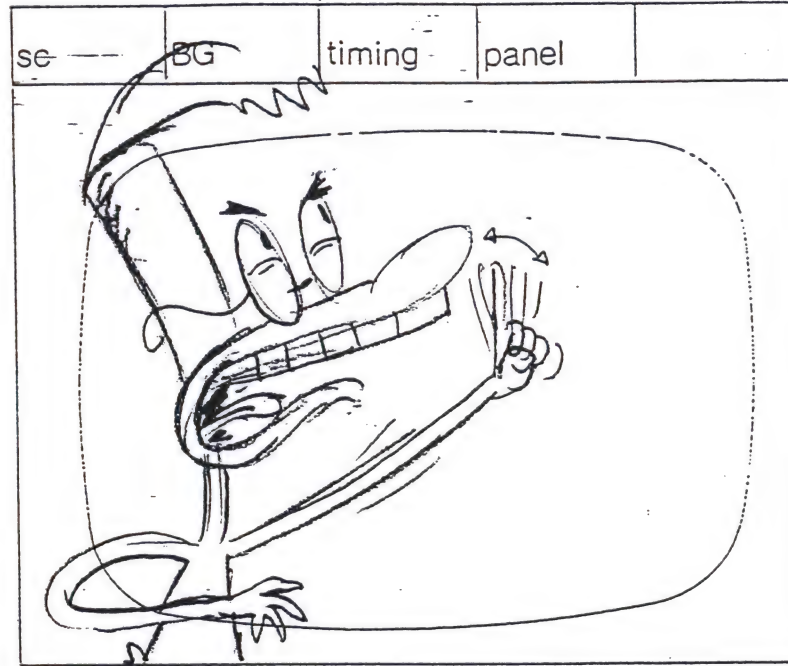
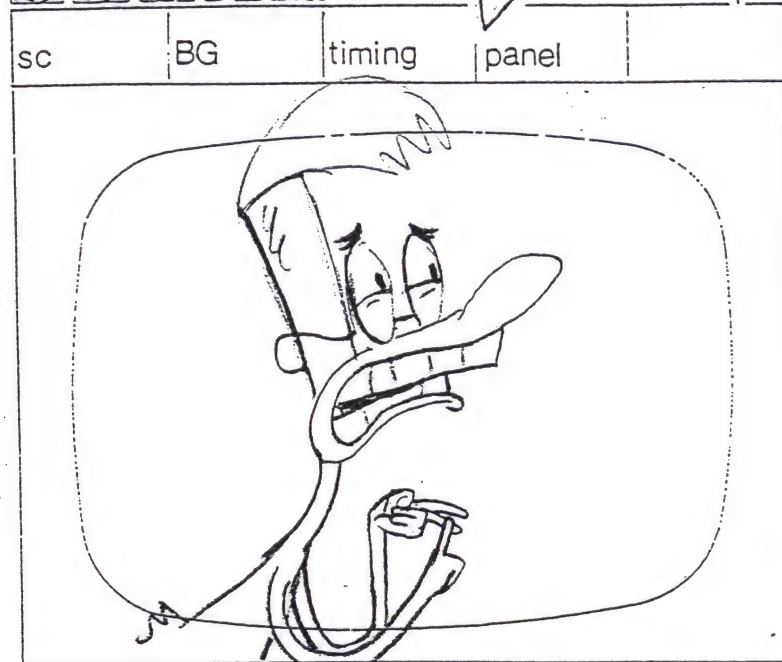
DUCKMAN
me and Theresa De Lorenzo in

the confessional

painting the moustache on that

director's
notes

timing



dialogue

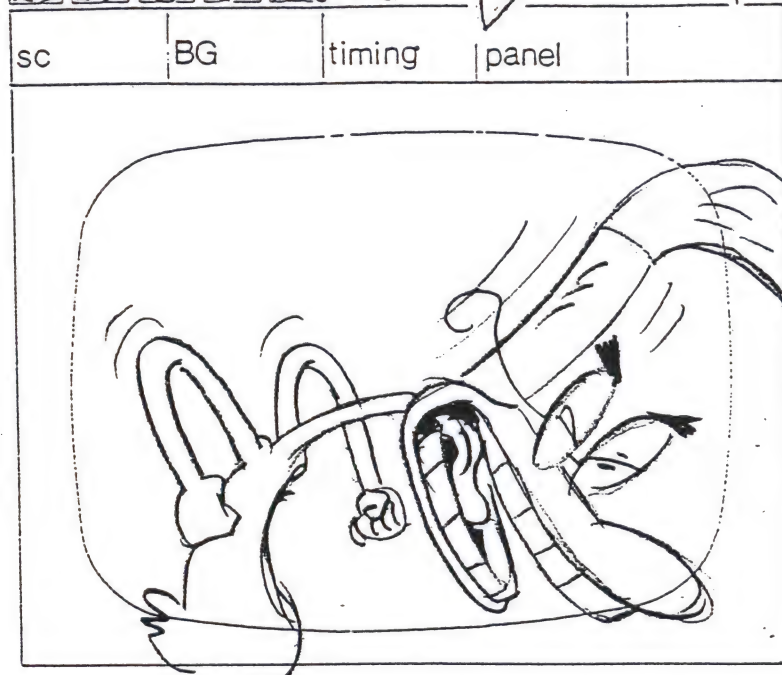
DUCKMAN
statue at the Vatican...

'course that one wasn't my fault,

I was drunk...

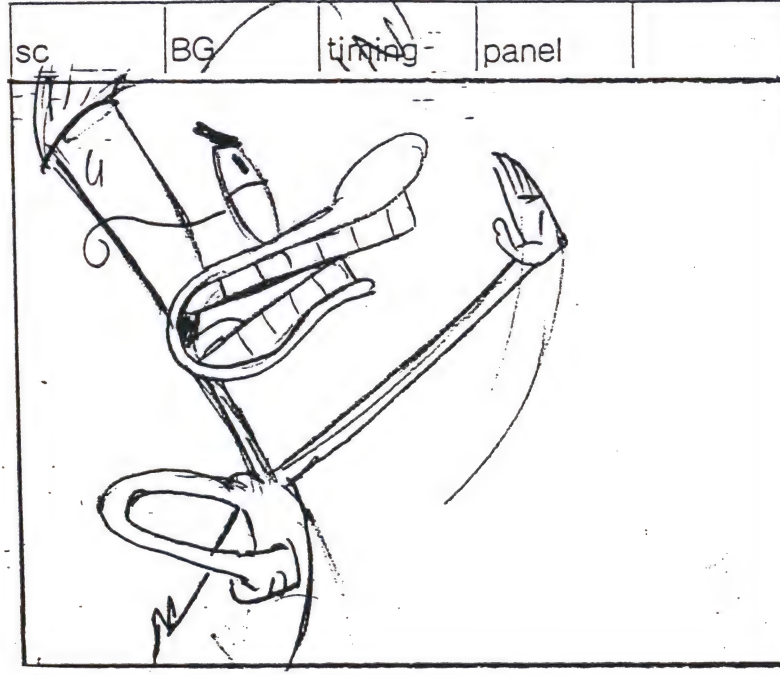
director's
notes

timing

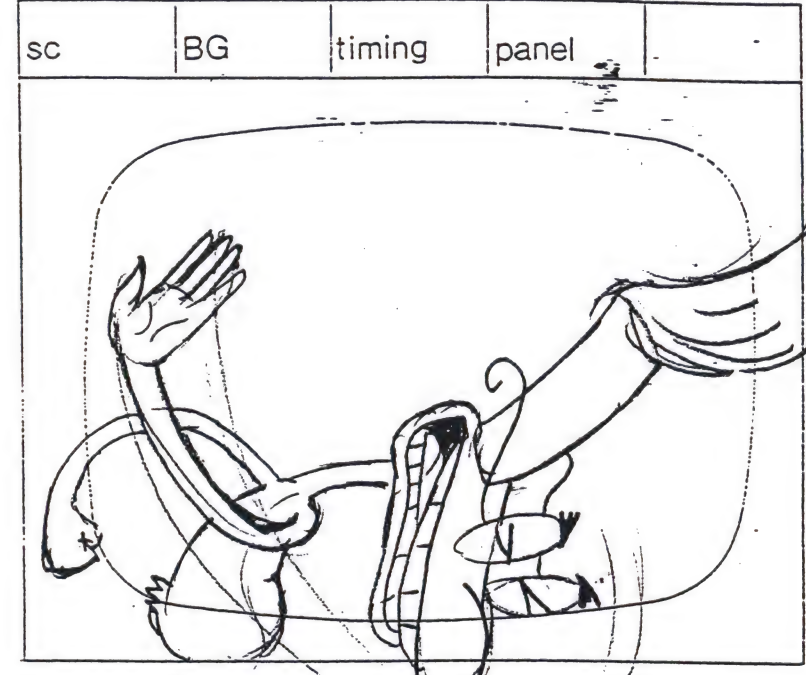


DUCKMAN

Well



fine.

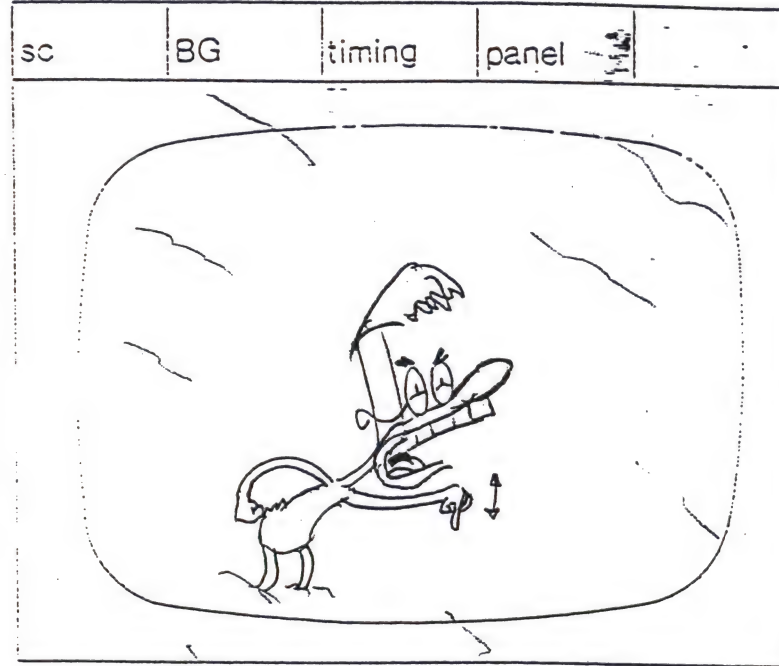
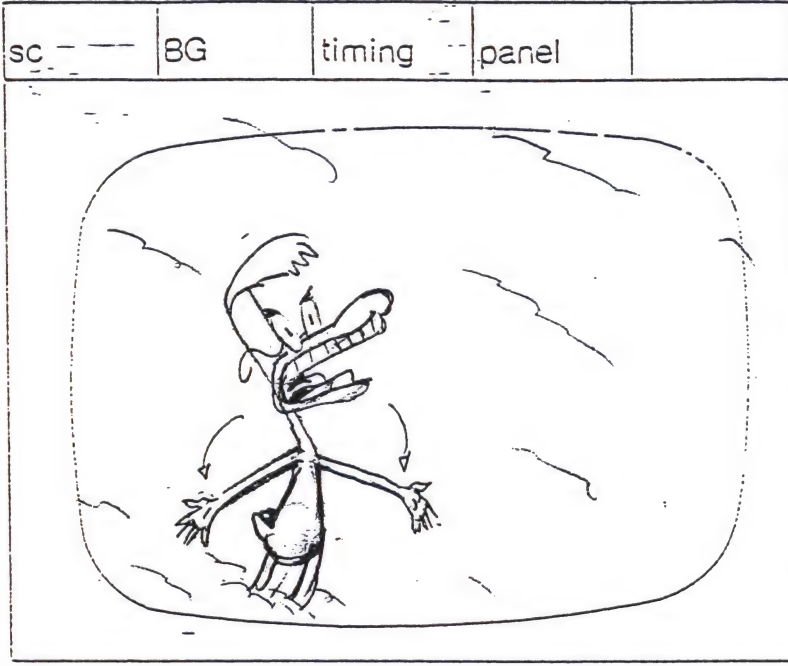
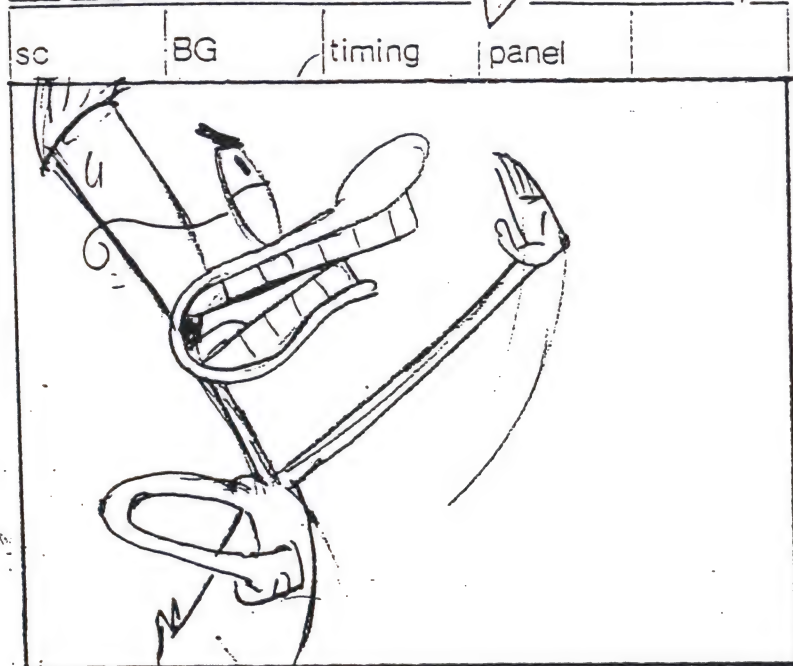


That's just

dialogue

director's
notes

timing



dialogue

DUCKMAN
fine!

go ahead and

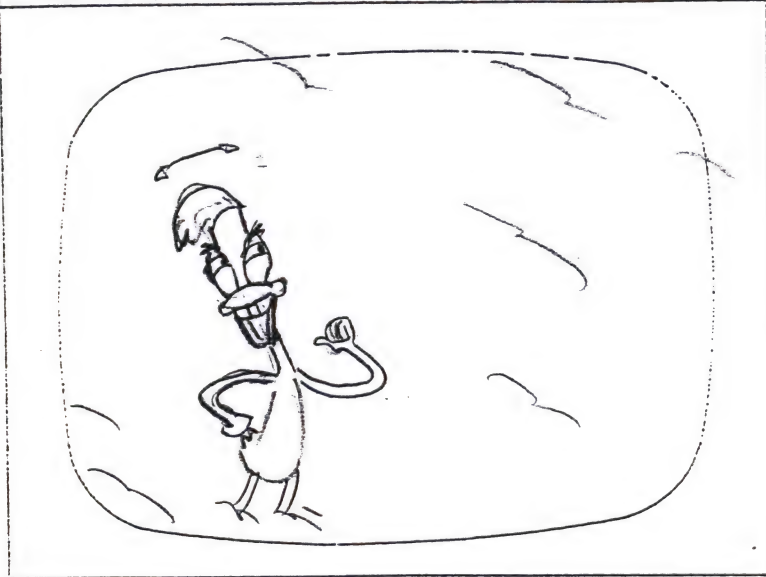
send me to eternal damnation

director's notes

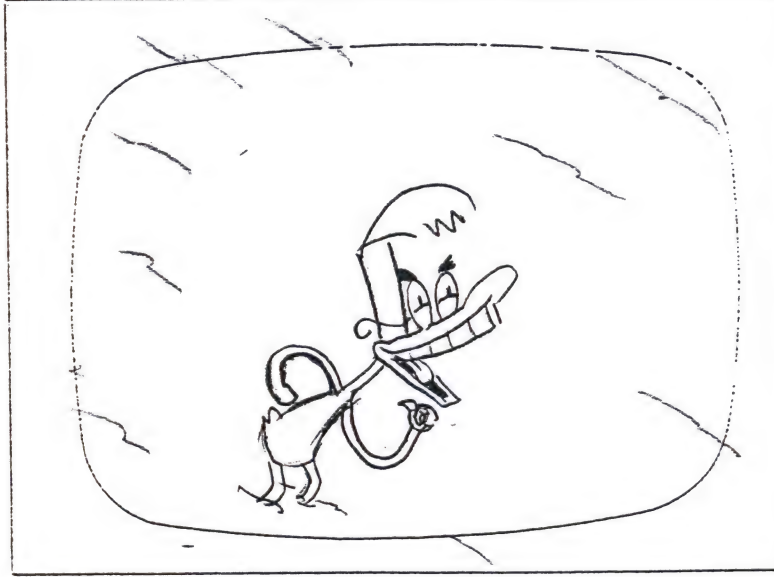
1/4U →

timing

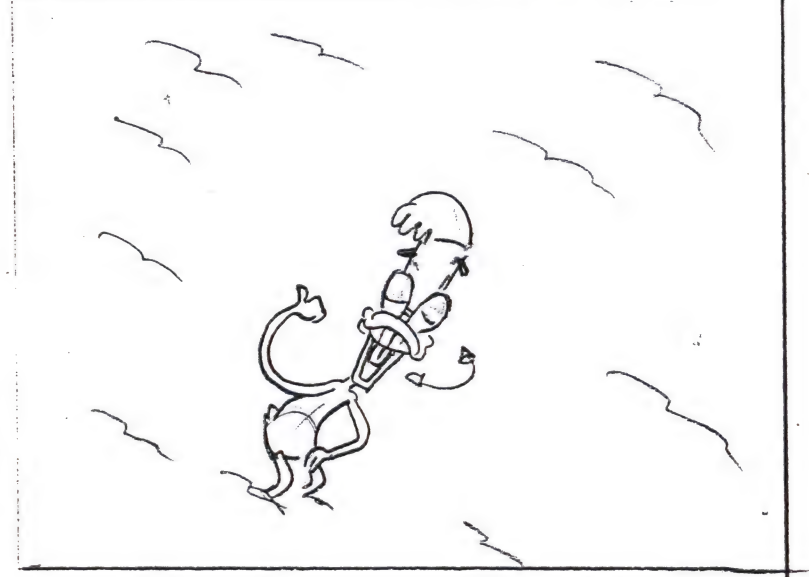
204
SC COUT BG timing panel C



204
SC COUT BG timing panel D



204
SC CONT BG timing panel R



dialogue

DUCKMAN
I'd rather laugh with the

OFF

MODEL

sinner

than cry with the saints

director's
notes



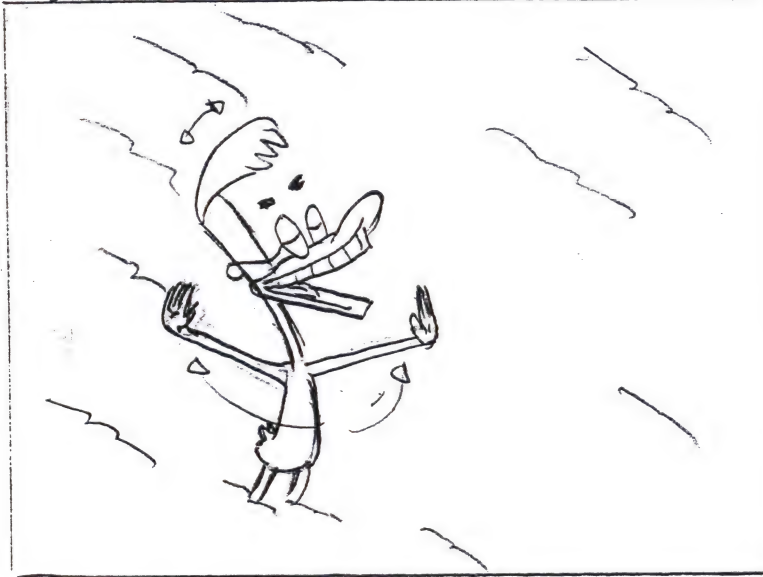
HEAD TURN BACK & FORTH



CONT →

timing

sc 204 BG timing panel F



DUCKMAN

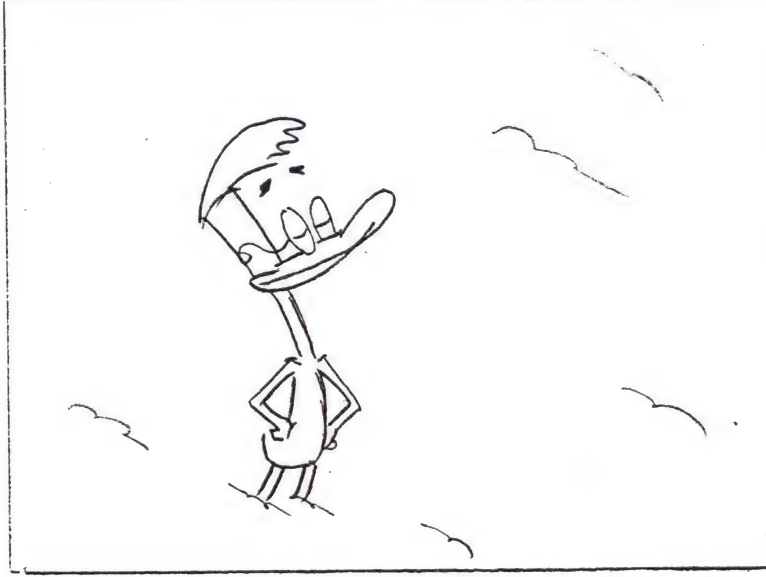
dialogue

any day, Buster!

director's
notes

timing

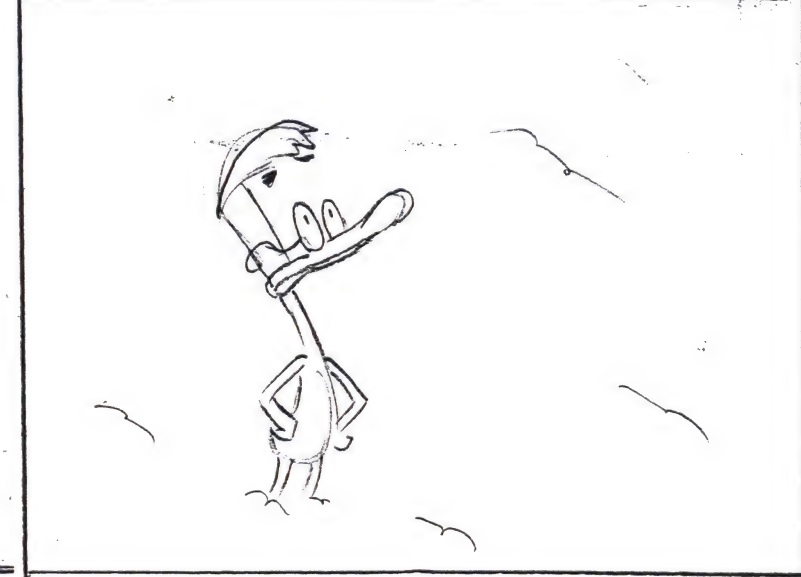
sc 204 BG timing panel G



"CRONKITE" VOICE (O.C.)
What I meant was,

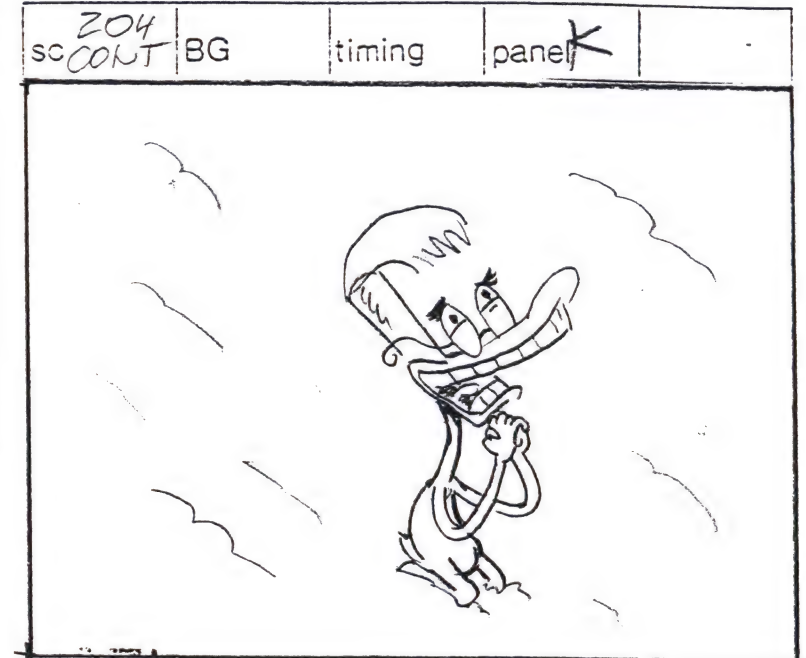
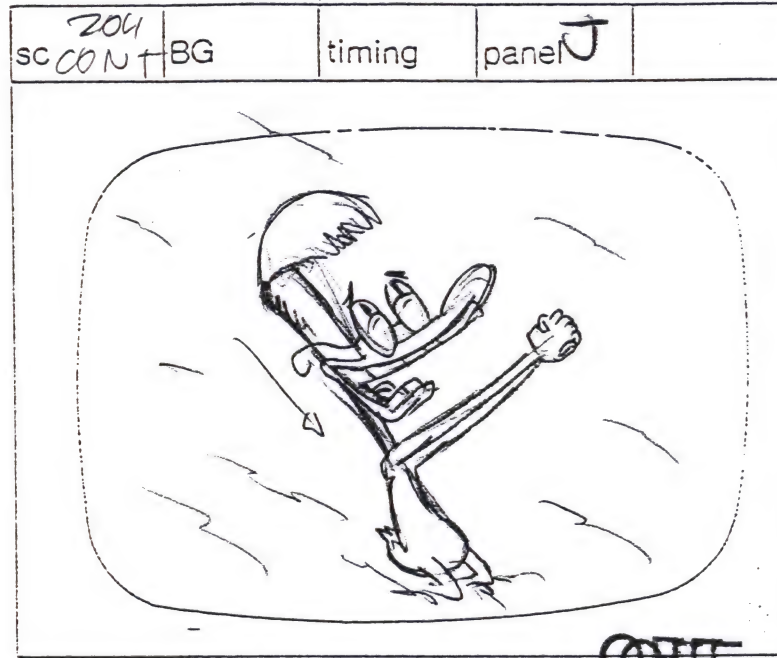
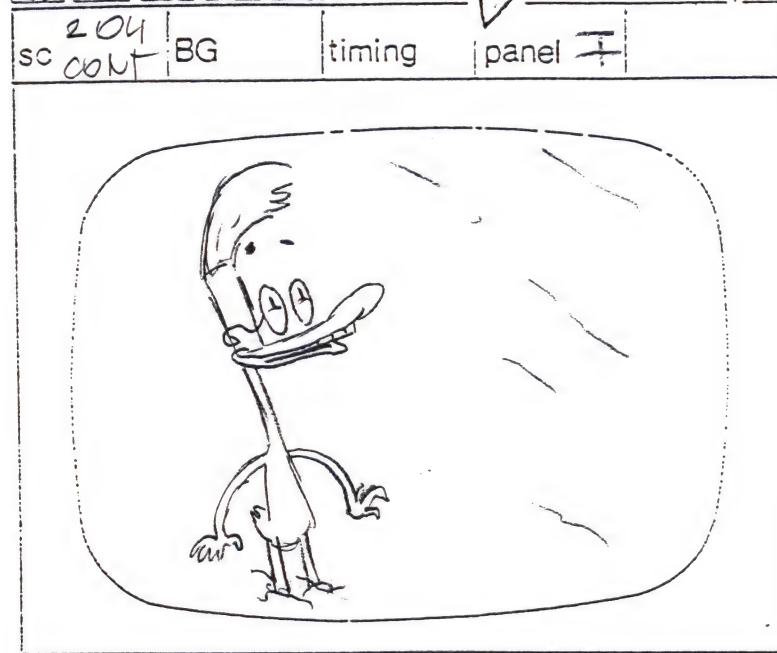
SEE NOTES ON
PG: 241

sc 204 BG timing panel H



you're not supposed to be dead yet,

[CONT] →



dialogue

CRONKITE
I'm sending you back.

director's
notes

DIAG. PAN →

timing

DUCKMAN

Thank you,

...Duckman THROWS HIMSELF TO HIS KNEES...

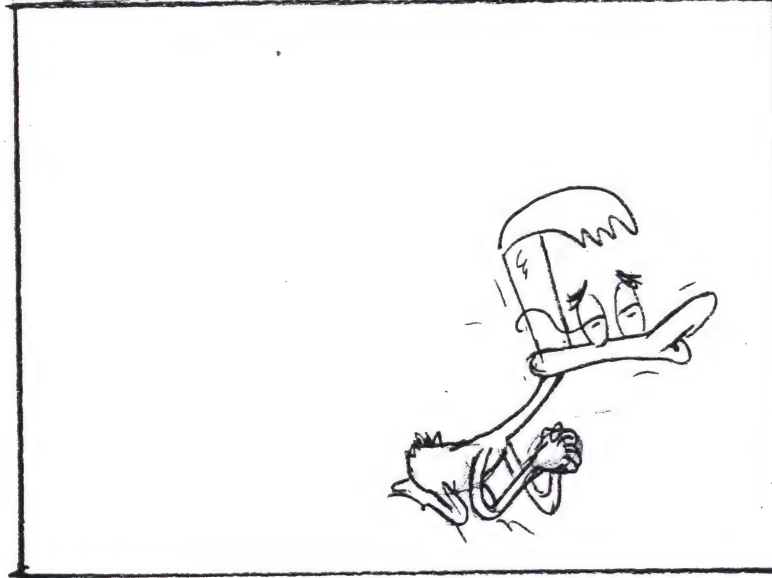
LAYOUT NOTE: PLEASE CONTINUE
TO KEEP DUCKMAN CENTERED
(WITH SHORT PAN) WHEN HE
DROPS TO HIS KNEES,

THANK -

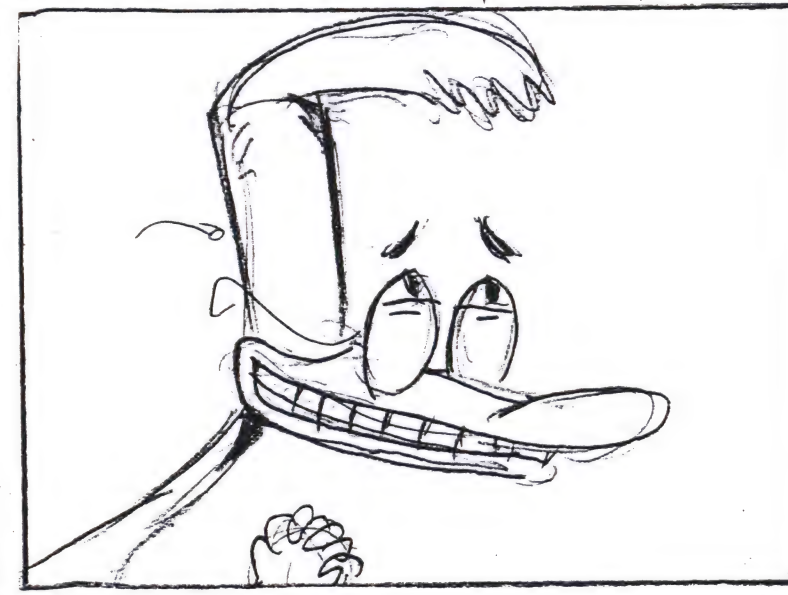
CONT →

CYCLE THIS 3
NEXT PANEL
FOR THE 5 NEXT
THANK YOUS

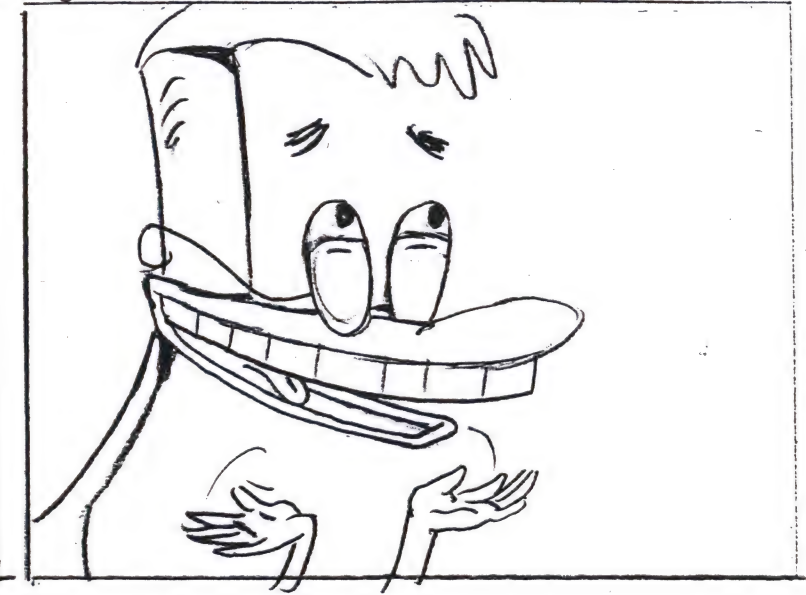
sc 204 BG timing panel L



sc 205 BG timing panel A



sc 205 BG timing panel B



dialogue

YOU (REPEAT)

director's
notes

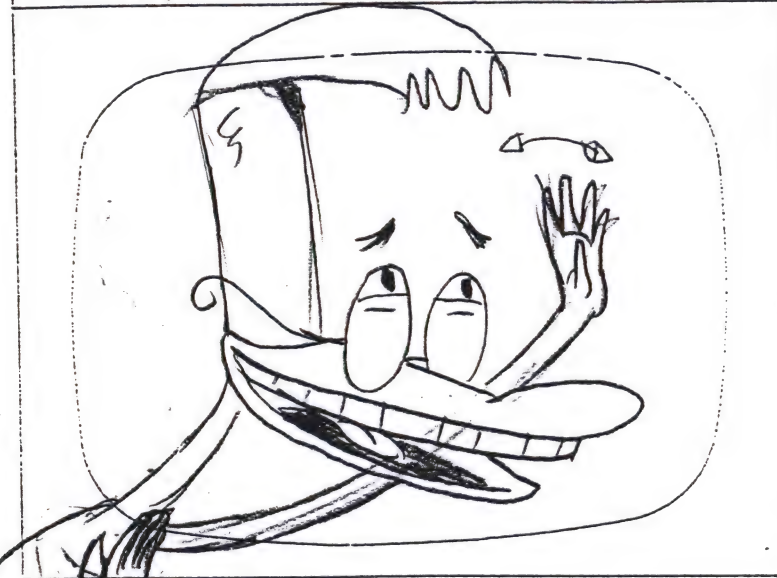
timing

DUCKMAN
ERR...

DUCKMAN
(then)
By the way,

CONT →

sc 205 CONT BG timing panel C



DUCKMAN

I was kidding about that
Vatican thing...

dialogue

director's
notes

timing

sc 205 CONT BG timing panel D



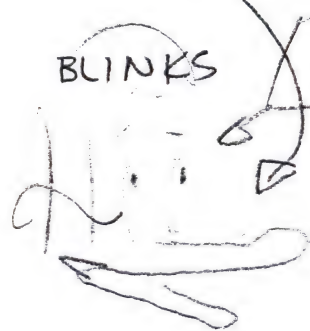
HOOK UP

HOOK UP
OFF MODEL

"CRONKITE" VOICE (O.C.)
While I have you here, Duckman, I
want to give you something to take
back down.

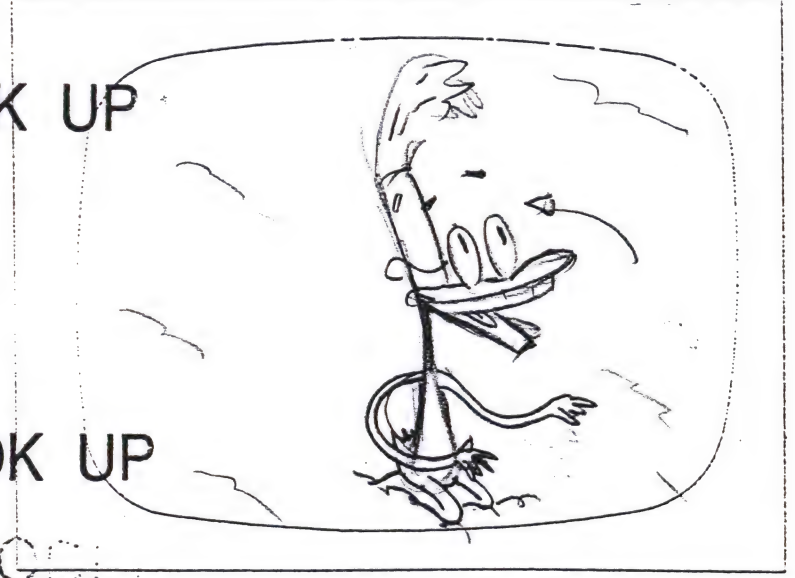
BLINKS

POSE E



HU →

sc 206 BG timing panel A



DUCKMAN

what is it,

KEEP DUCKMAN CENTERED,

SEE NOTES
ON PG: 241

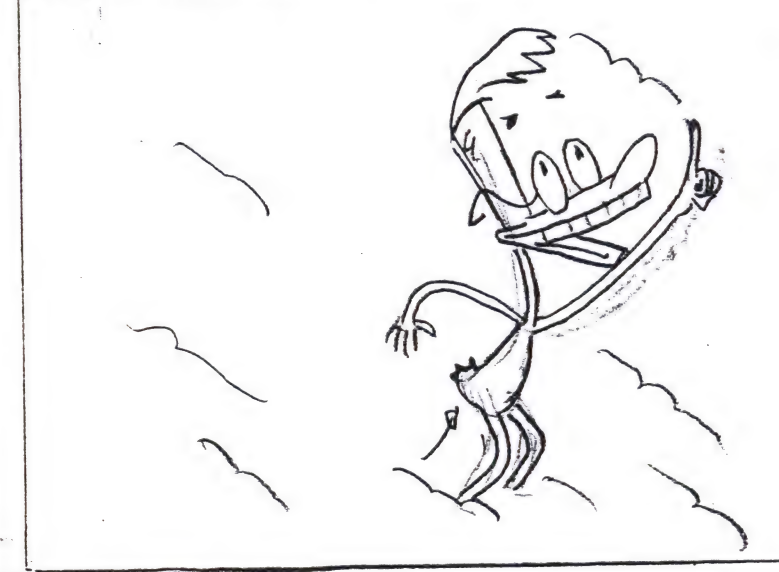
CONT → D

S/A

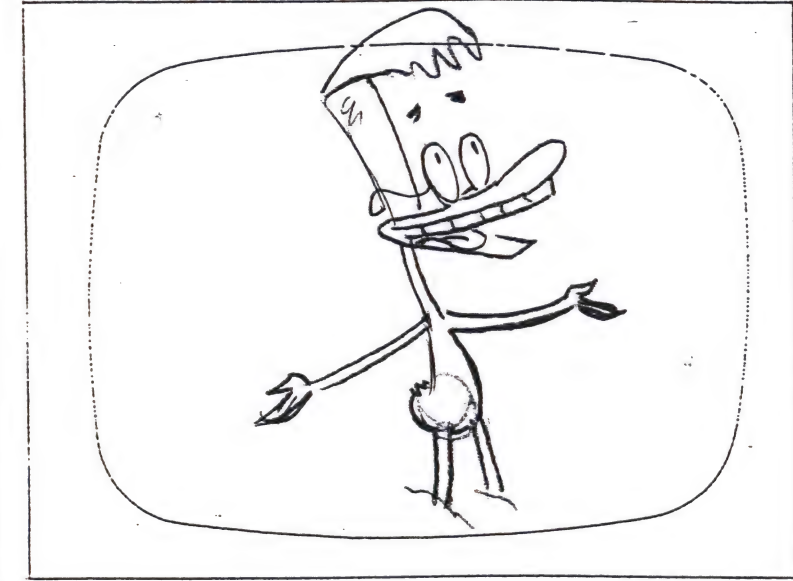
206
sc CONT BG timing panel B



206
sc CONT BG timing panel C



206
sc CONT BG timing panel D



dialogue

DUCKMAN
cash?

director's
notes

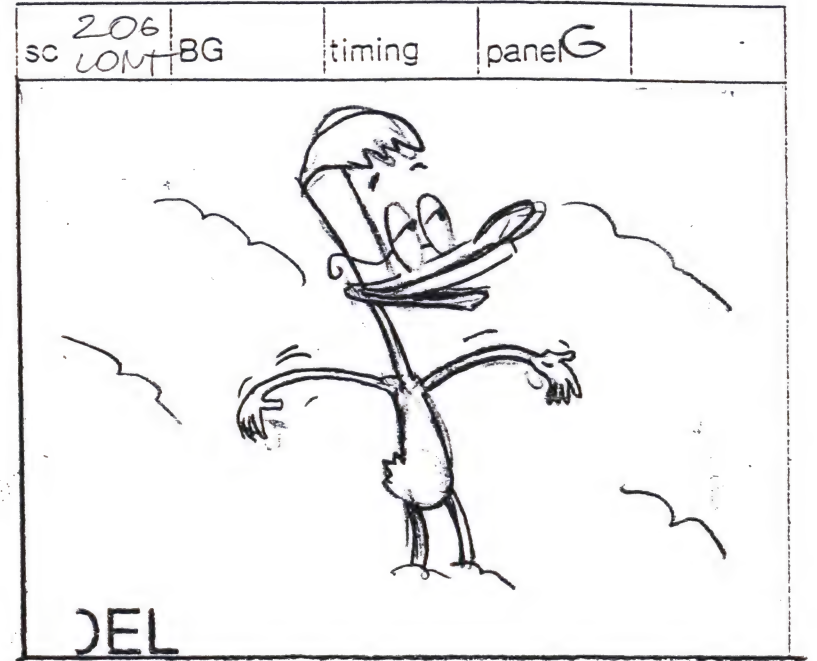
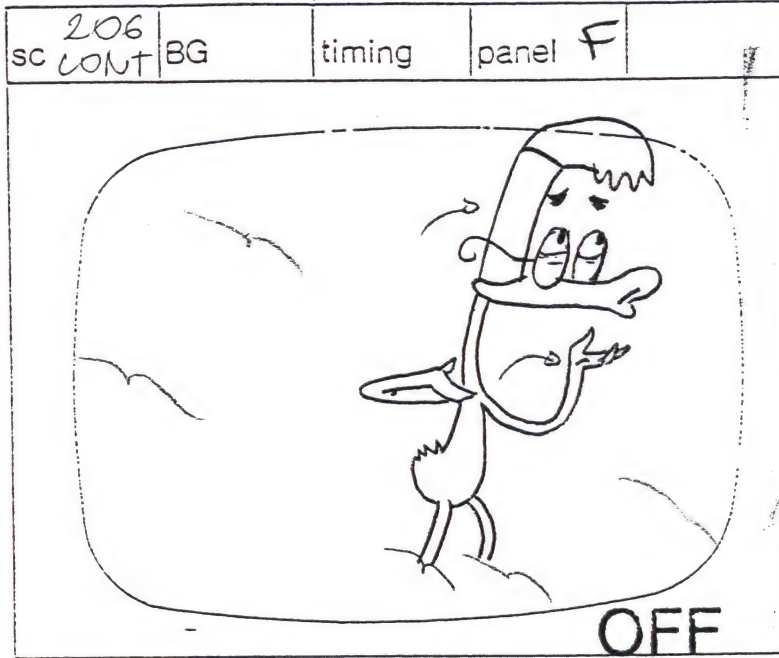
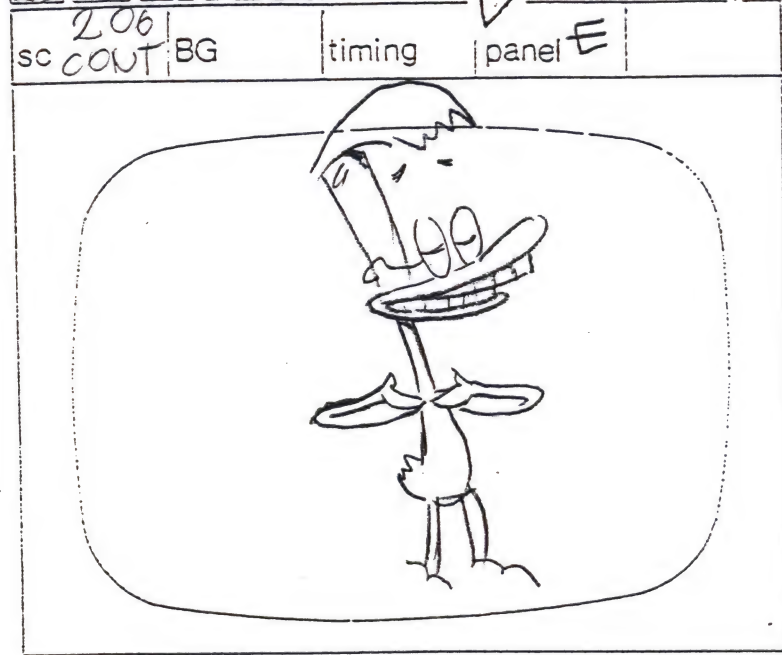
DUCKMAN STANDS UP

Next year's Super Bowl results?

How 'bout a picture,

CONT

timing



dialogue

DUCKMAN
me,

director's
notes

timing

you,

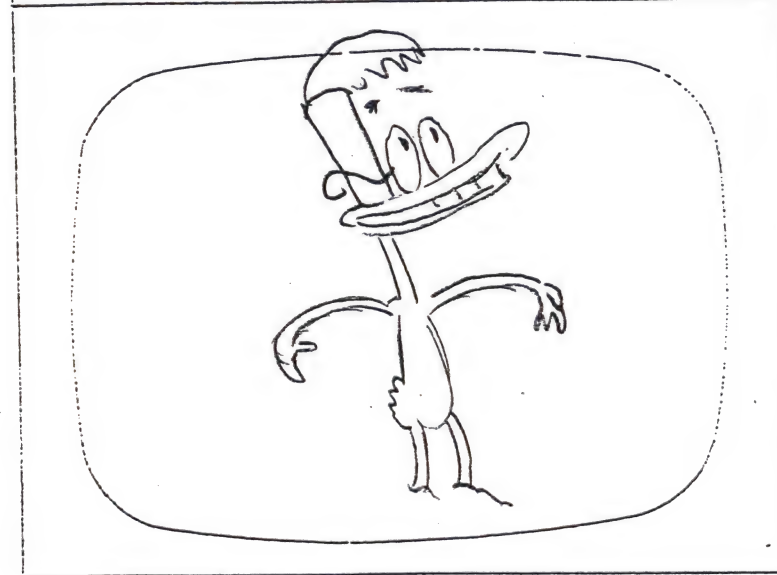
SEE NOTES ON
PG: 241

a few dead celebrities...

DUCKMAN MIMES HE
HAS HIS ARMS AROUND
PEOPLE.

CONT

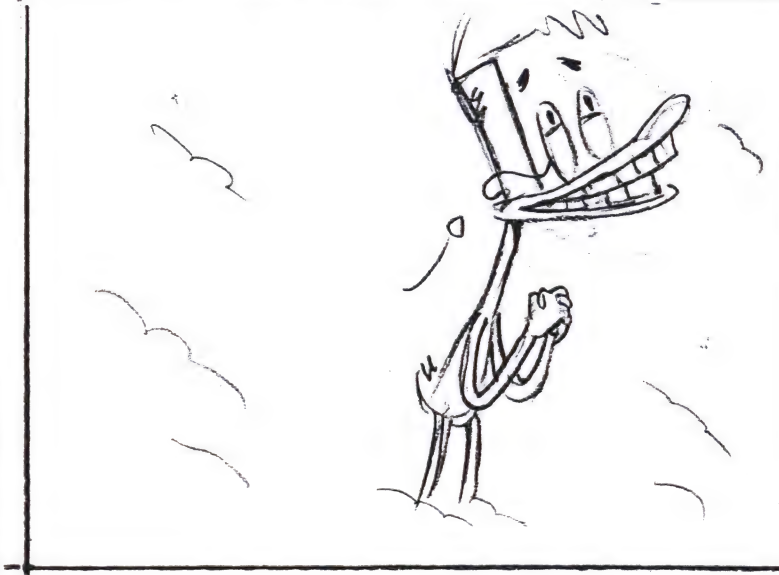
sc 206 CONT BG timing panel H



sc 206 CONT BG timing panel I



sc 206 CONT BG timing panel J



dialogue

"CRONKITE" VOICE (O.C.)
It's something I give everyone who
comes here,

director's
notes

timing

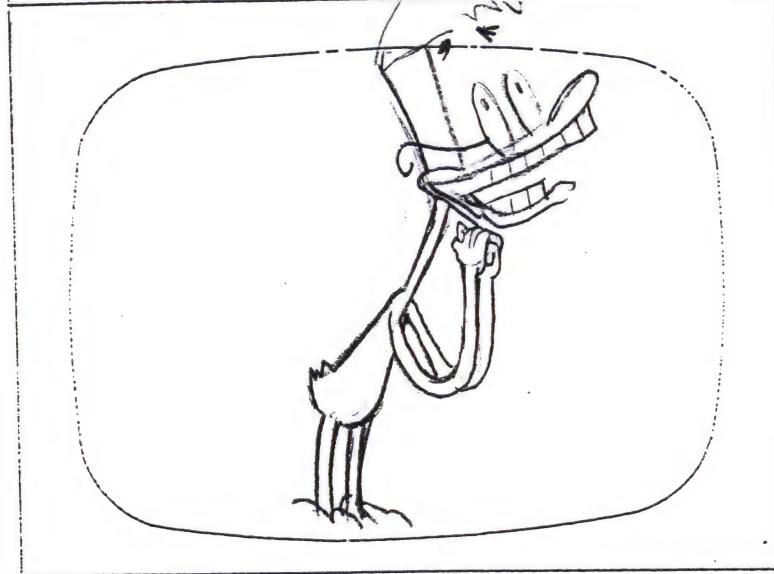
you're just one of the
lucky few who gets to leave with it.

it's the
ultimate answer to the ultimate
question,

SHORT PAN TO KEEP D-MAN
CENTERED

CONT

sc 206 CONT BG timing panel K



CRONKITE

it's...
(GRANDLY)
...the meaning of life.

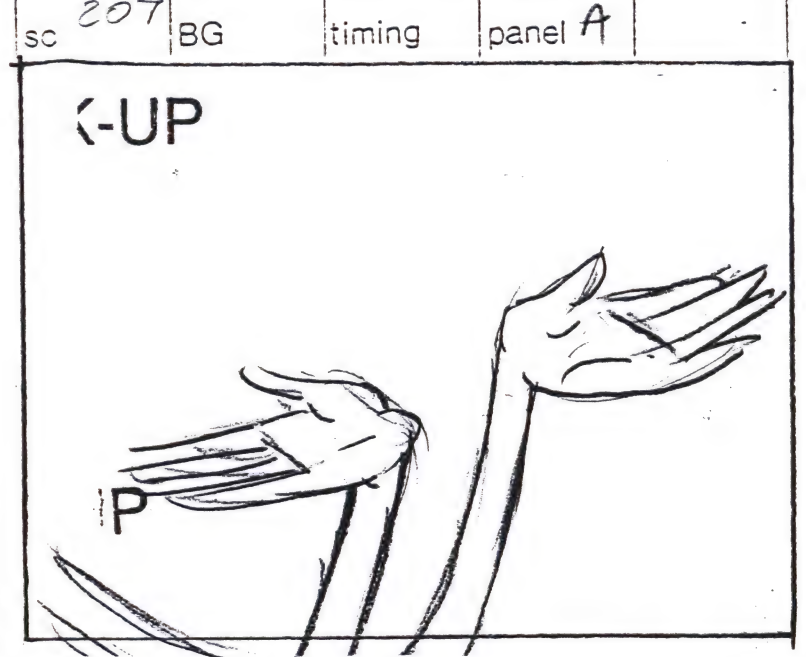
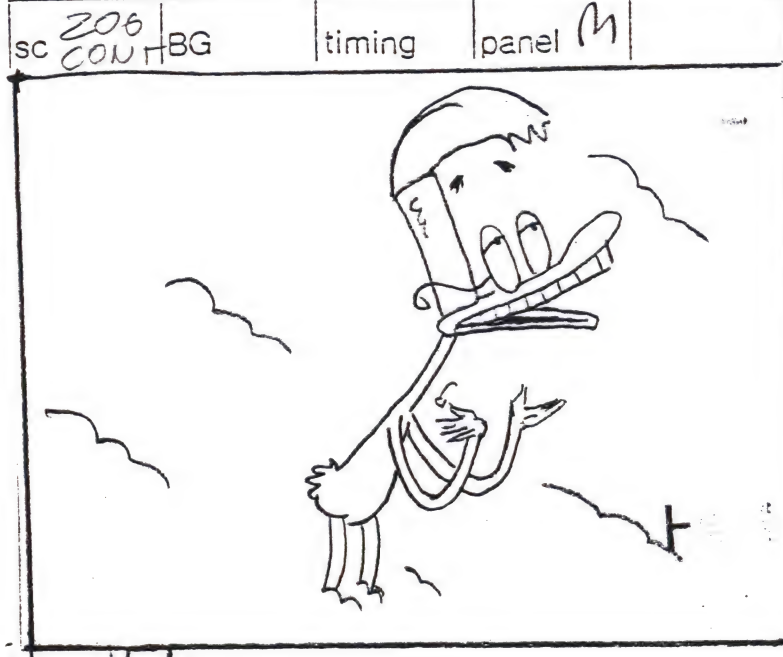
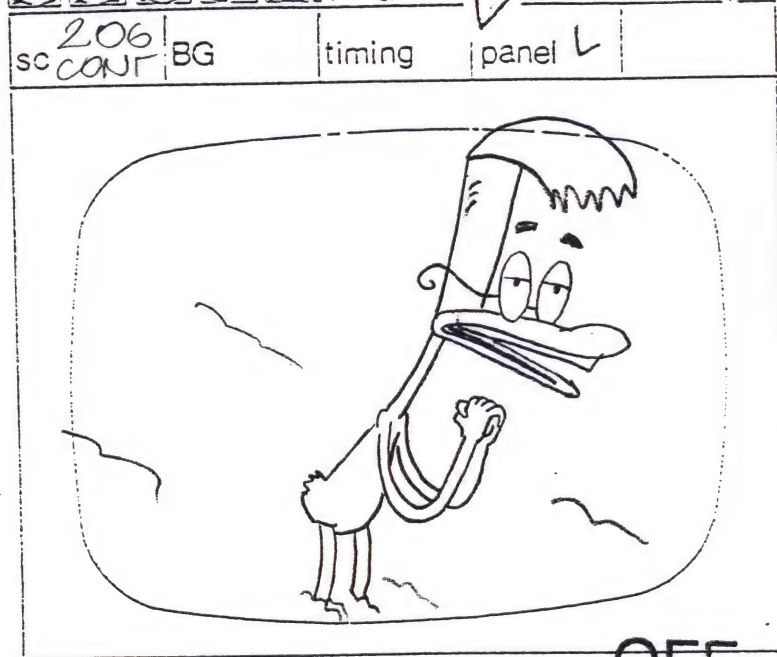
dialogue

director's
notes

TIPPY TOZ

timing

CONT →



dialogue

oh.

DUCKMAN

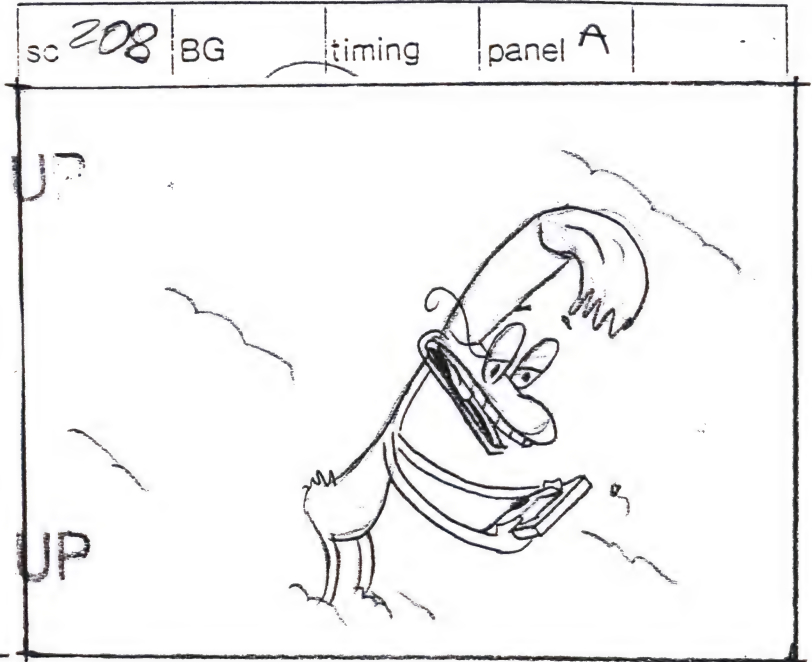
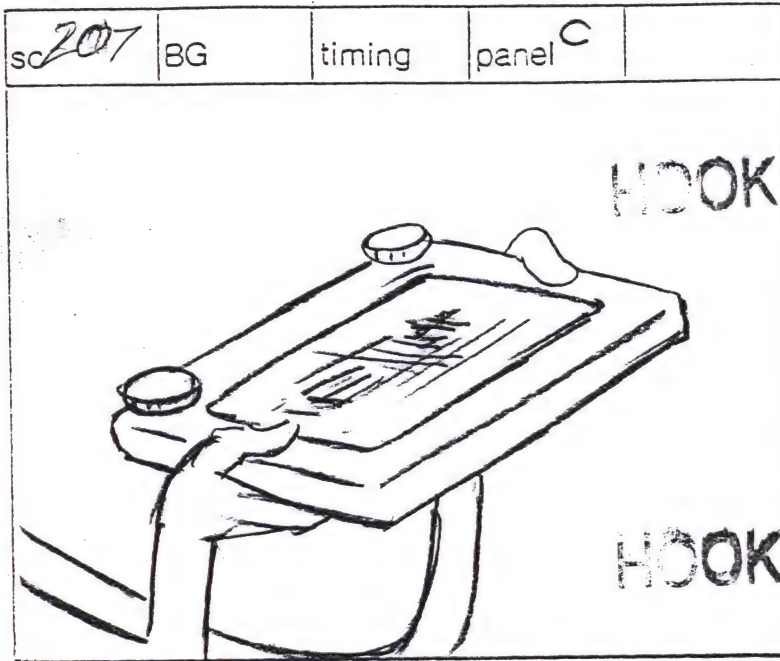
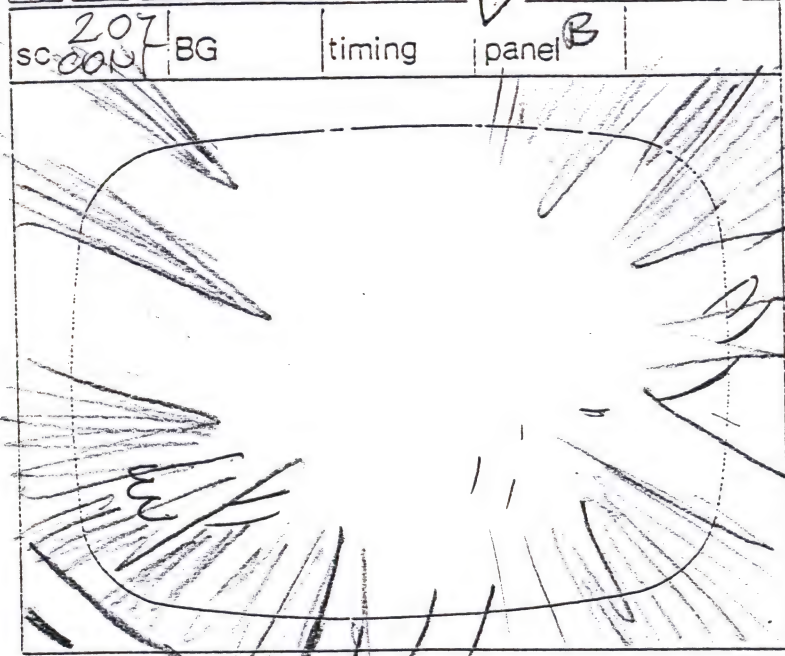
(then)
No chance at the picture, huh..?

director's
notes

SEE NOTES ON
PG: 241

CONT - D

timing



dialogue

director's
notes

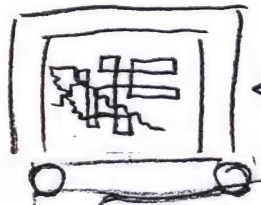
DX FLASH

timing

OFF MODEL
Etch - A - Sketch

ILLEGIBLE MARKS ARE ON
THE SCREEN

ANY MARKS ON THE ETCH A SKETCH
SHOULD BE PARALLEL TO THE
SIDES



← EXAMPLE

DUCKMAN

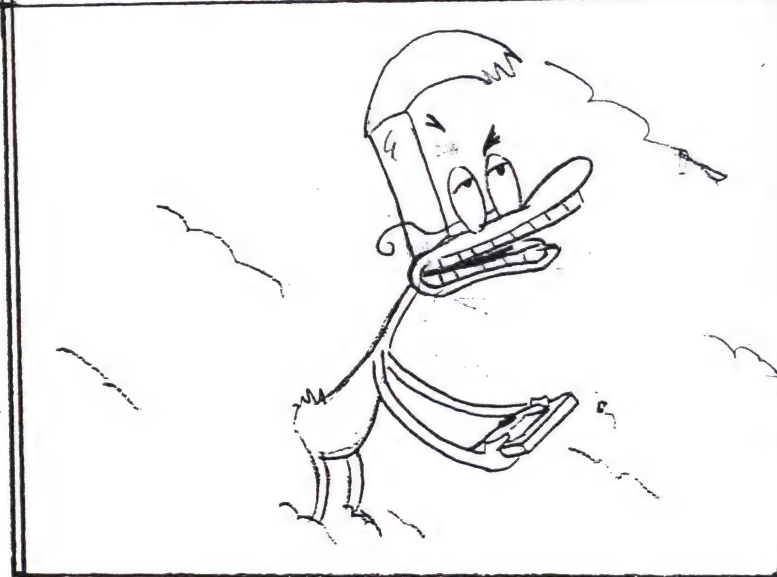
An Etch-

SEE NOTES ON
PG: 241

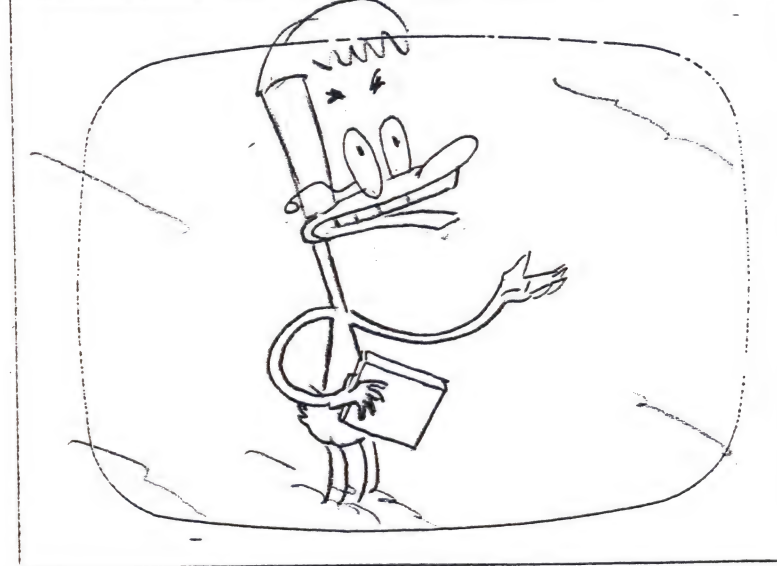
CONT →

S/A

sc 208 CONT BG timing panel B



sc 208 CONT BG timing panel C



sc 208 CONT BG timing panel D



dialogue

DUCKMAN
A-Sketch?

...Don't get me wrong,

I'd love to know the meaning

director's
notes

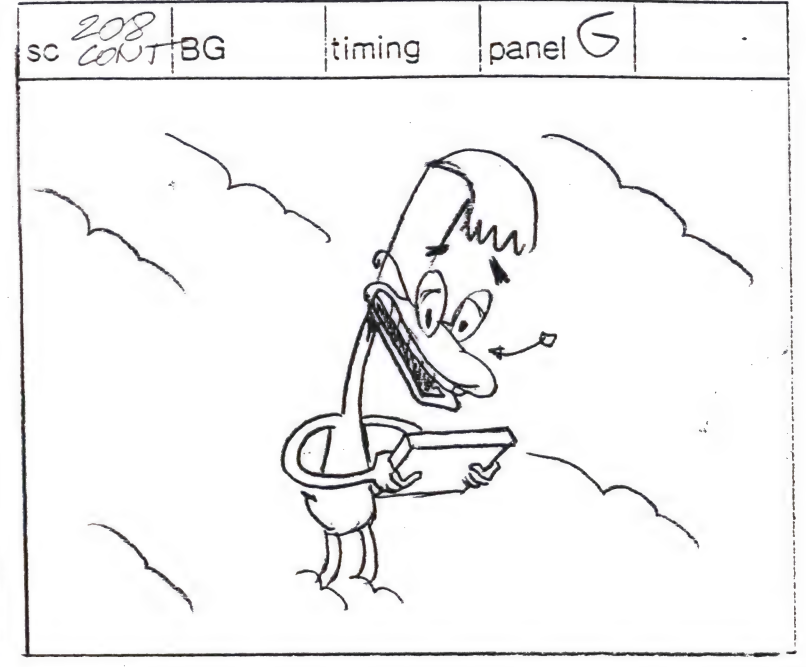
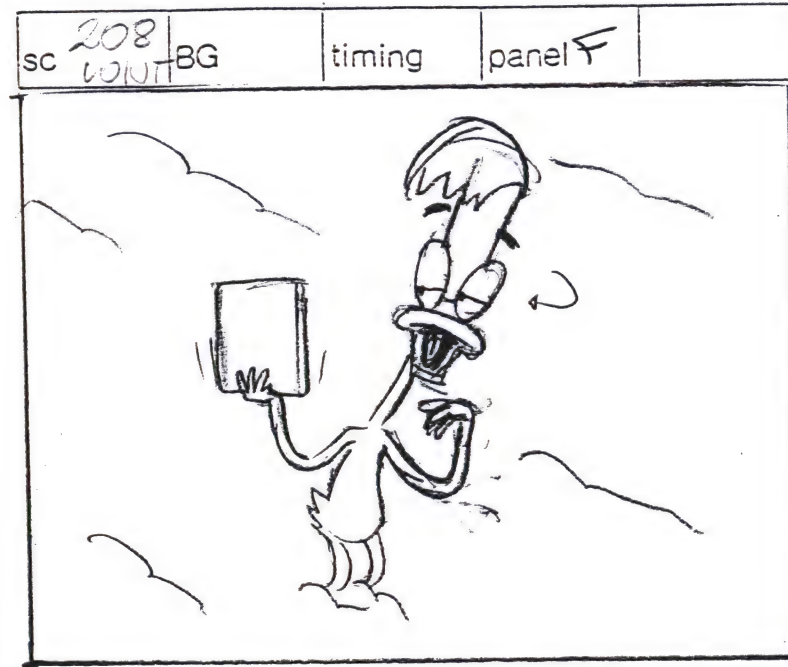
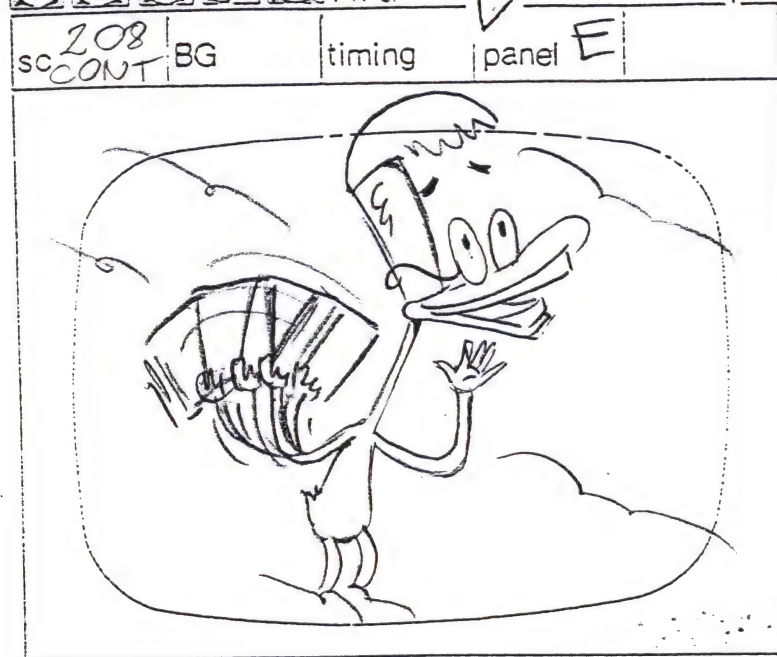
..he ~~sketches it~~ SHAKES IT,

QUICK
SHAKE OF
ETCH A
SKETCH



CONT →

timing



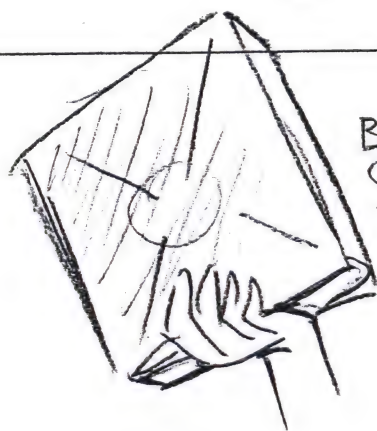
dialogue

DUCKMAN
of life,

OFF :

Etch-A-Sketch

director's
notes



BACKSIDE
OF E-O-S
TO CAMERA

timing

EL

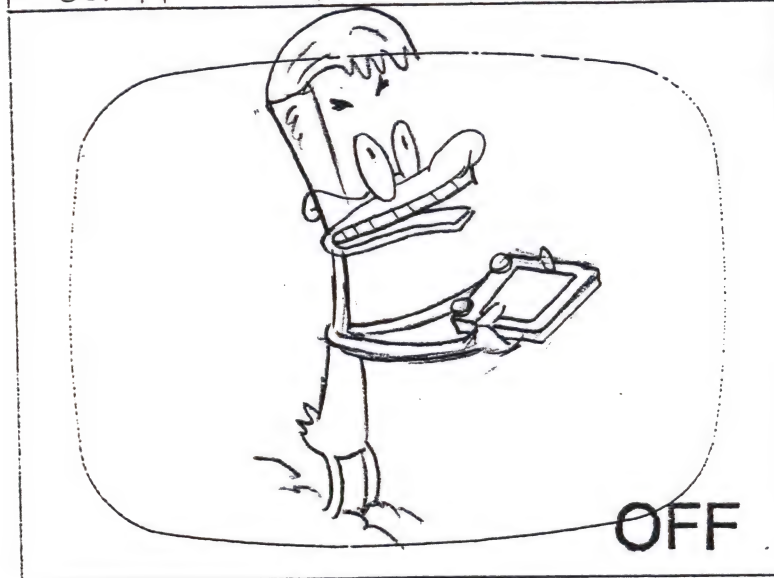
DUCKMAN
BUT ER,

OH, NO CHANCE OF THE
PICTURE EH, AN ETCH-SICETCH
DON'T GET ME WRONG, ID
ID LOVE TO KNOW THE
MEANING OF LIFE
BUT, EH

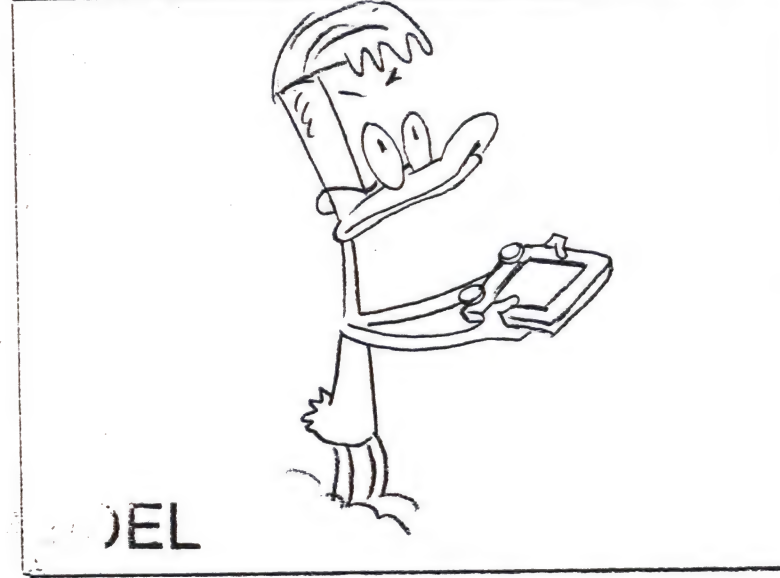
how am I supposed to get it.

CONT

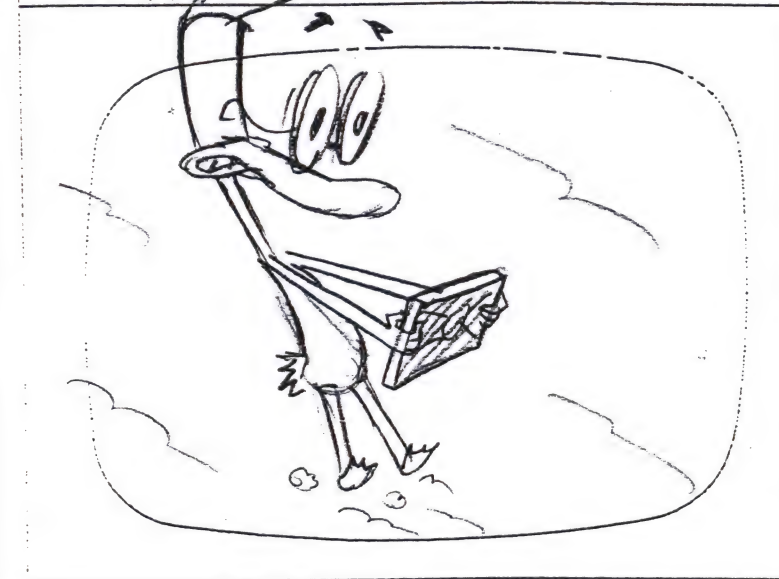
sc 208 CONT BG timing panel H



sc 208 CONT BG timing panel I



sc 208 CONT BG timing panel J



dialogue

from this...

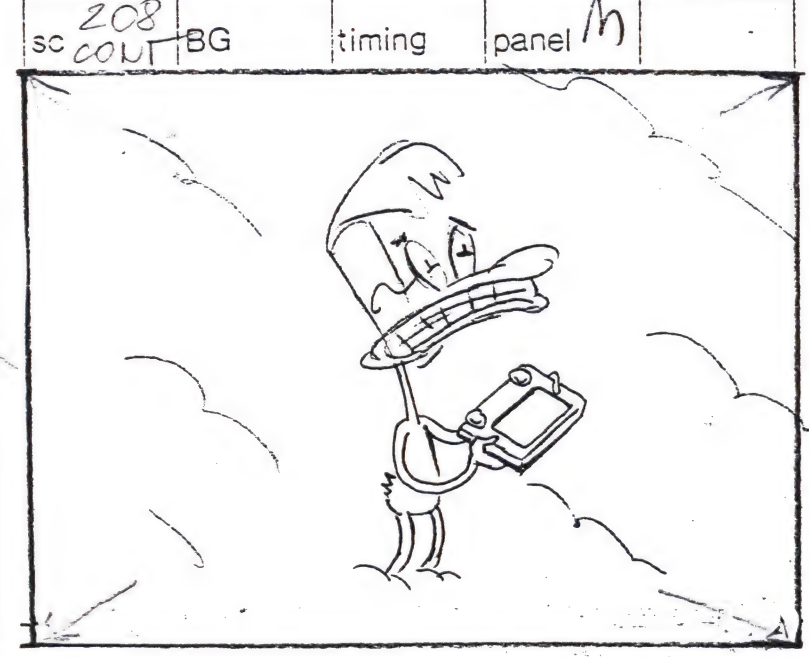
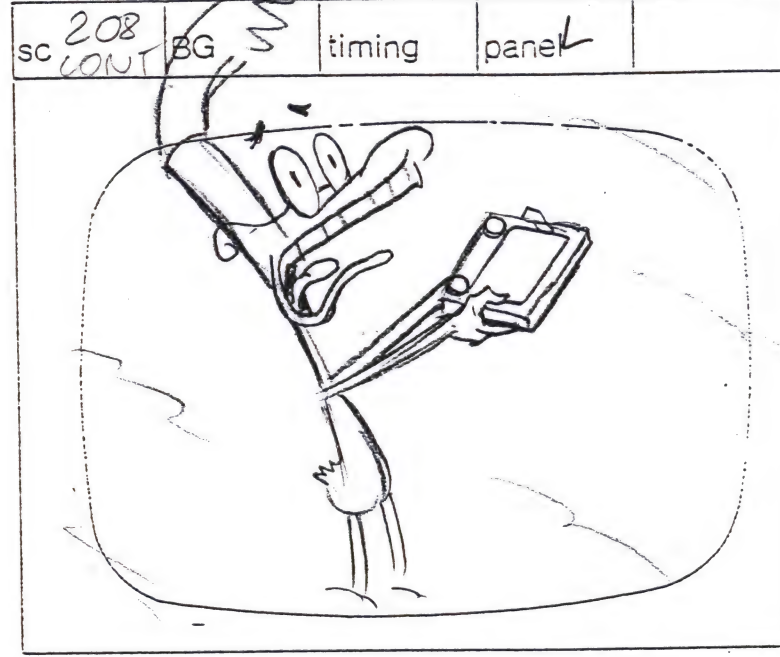
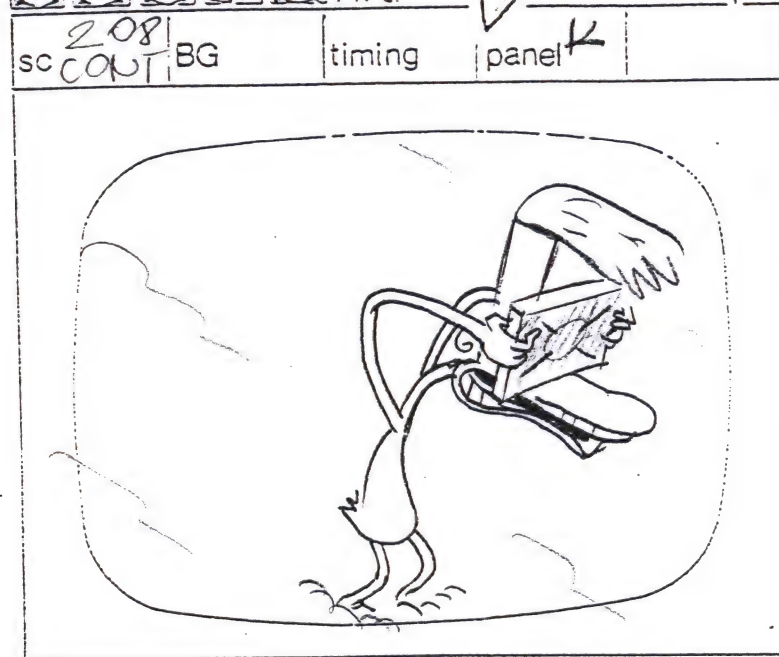
director's
notes

SEE NOTES ON PG:
241

timing

"CRONKITE" VOICE (O.C.)
You could've read it, until you
shook it off.

CONT →



dialogue

X (looks at it, realizing)
Can't you put it back..?!

"CRONKITE" VOICE (O.C.) -
Sorry, I'm extremely busy,

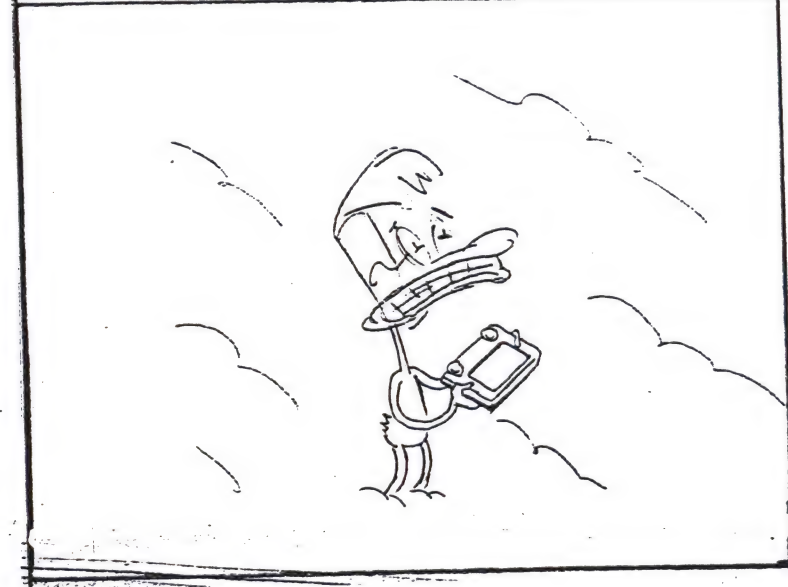
director's
notes

TRUCK BACK

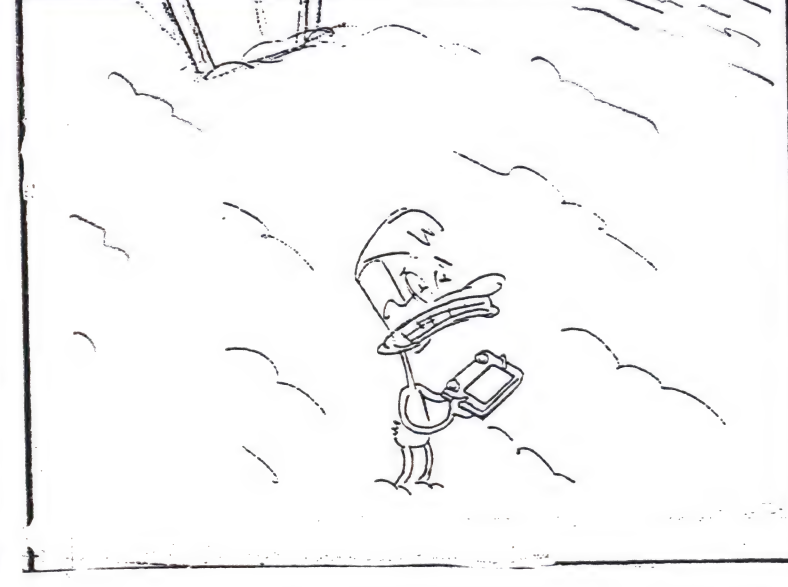
CONT →

timing

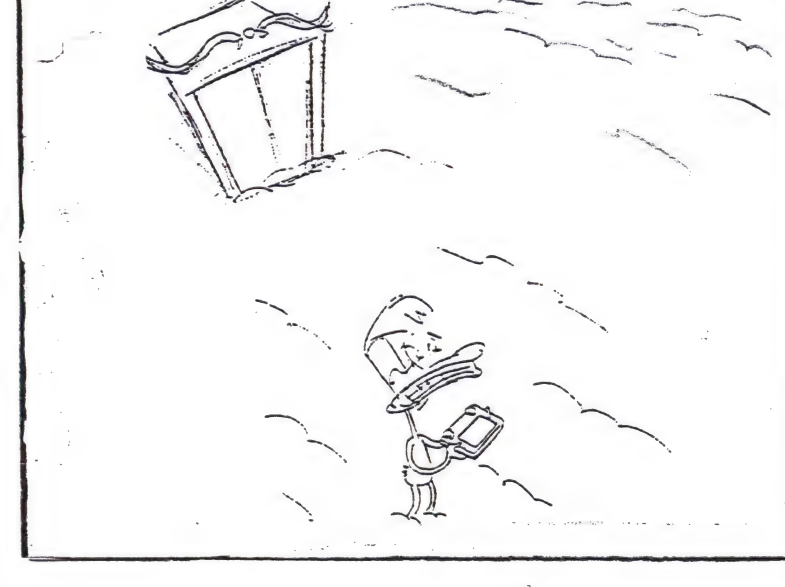
sc 208 BG timing panel N
CONT



sc 208 BG timing panel O
CONT



sc 208 BG timing panel P
CONT



dialogue

I

director's
notes

promised Cleveland they'd win the

SEE NOTES ON PG:
241

pennant.

OFF MODEL

etch-A-sketch
+ Elevator Door
+ DUCKMAN

END TRUCK

CONT →

timing

sc 208 BG timing panel Q



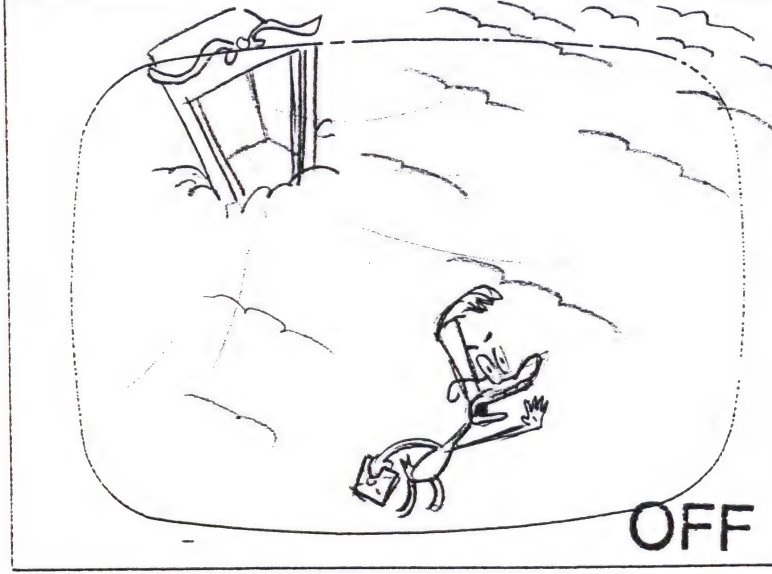
CRONKITE (O.C.)

U.O. dialogue
AND THAT'S THE WAY
IT IS ??

director's
notes

timing

sc 208 BG timing panel R

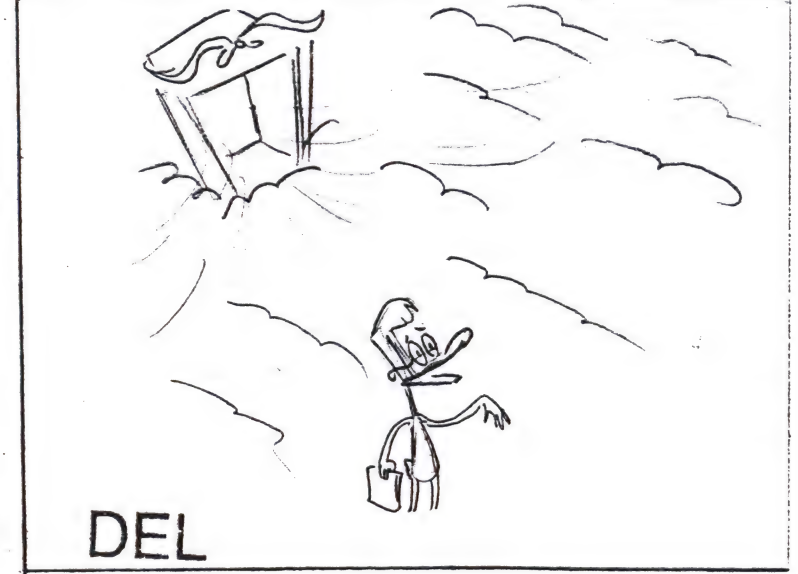


OFF

Wait,

SEE NOTES ON PG:
241

sc 208 BG timing panel S

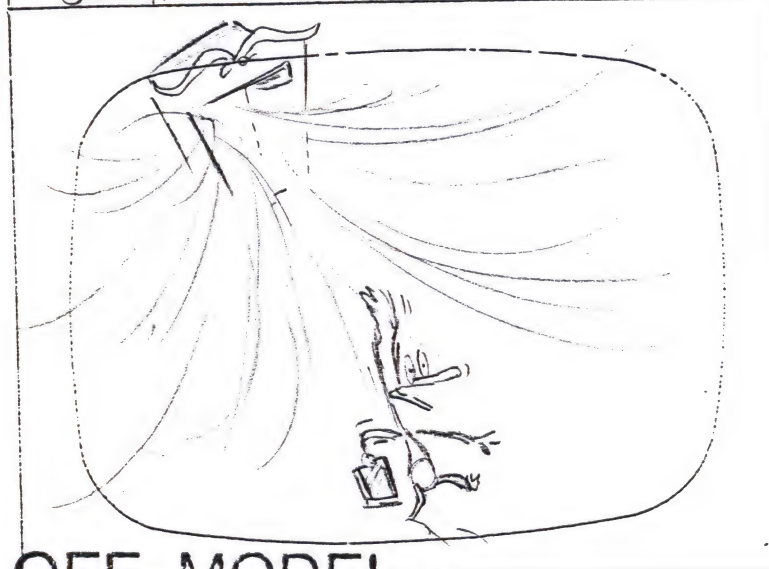


DEL

DUCKMAN
could ya' stamp my hand so I
can get back in..?

CONF

sc 208 BG timing panel T
CON



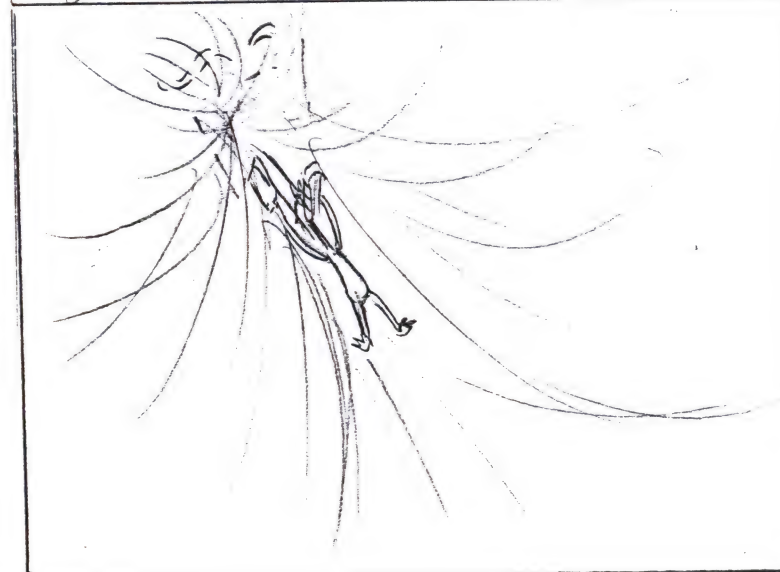
OFF MODEL

dialogue

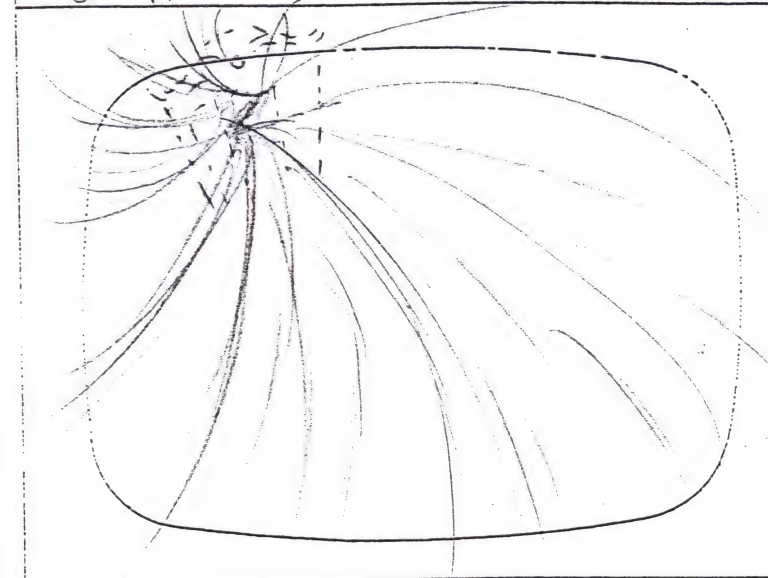
director's
notes

timing

sc 208 BG timing panel U
CON

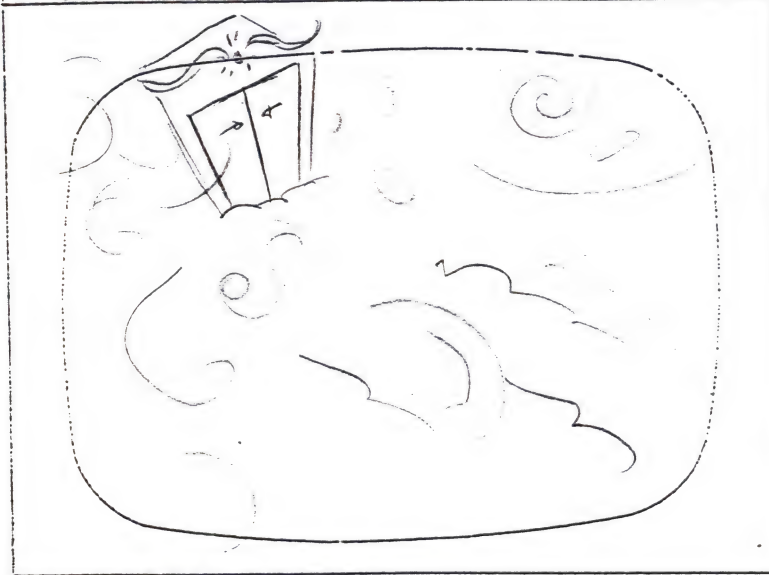


sc 208 BG timing panel V
CON



CONT →

sc 208 BG timing panel W
CONT



OFF MODEL

dialogue

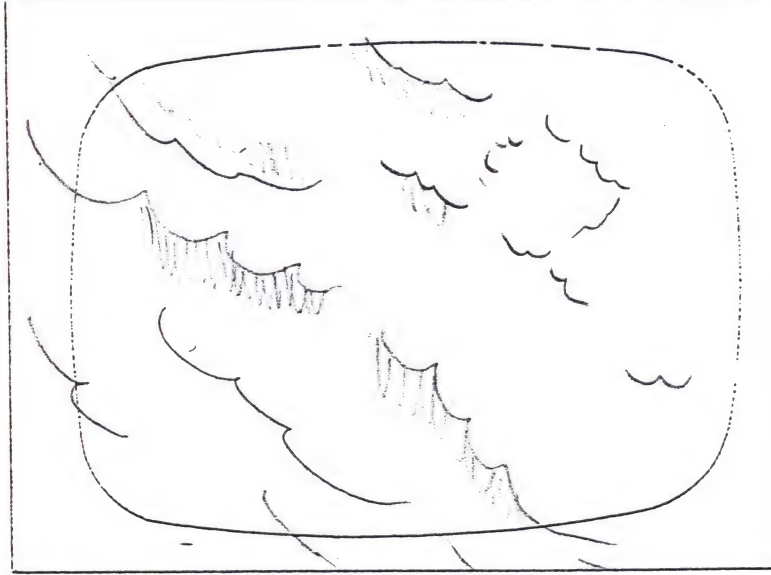
VO
PLUMMET SAFELY

director's
notes

DING - RED LIGHT

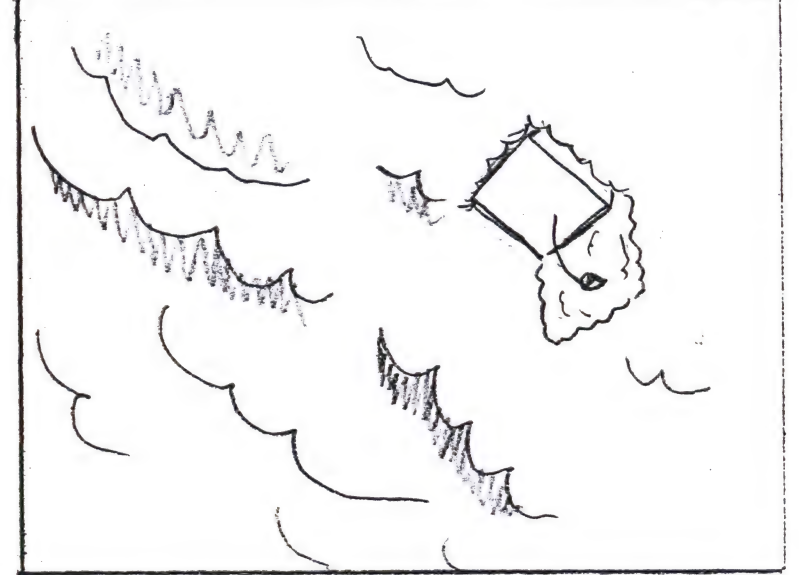
timing

sc 209 BG timing panel A



CRONKITE
PLUMMET SAFELY

sc 209 BG timing panel B
CONT



OFF MODEL

CLOUD "TRAP DOOR" FLOPS
OPEN

CONT →

AIRBRUSHED HOLD
BACK MATTE

sc	209 CONT	BG	timing	panel	(E)
----	-------------	----	--------	-------	-----

DUCKMAN PLUMMETS
TO EARTH
DIAGONAL PAN
WITH HIM

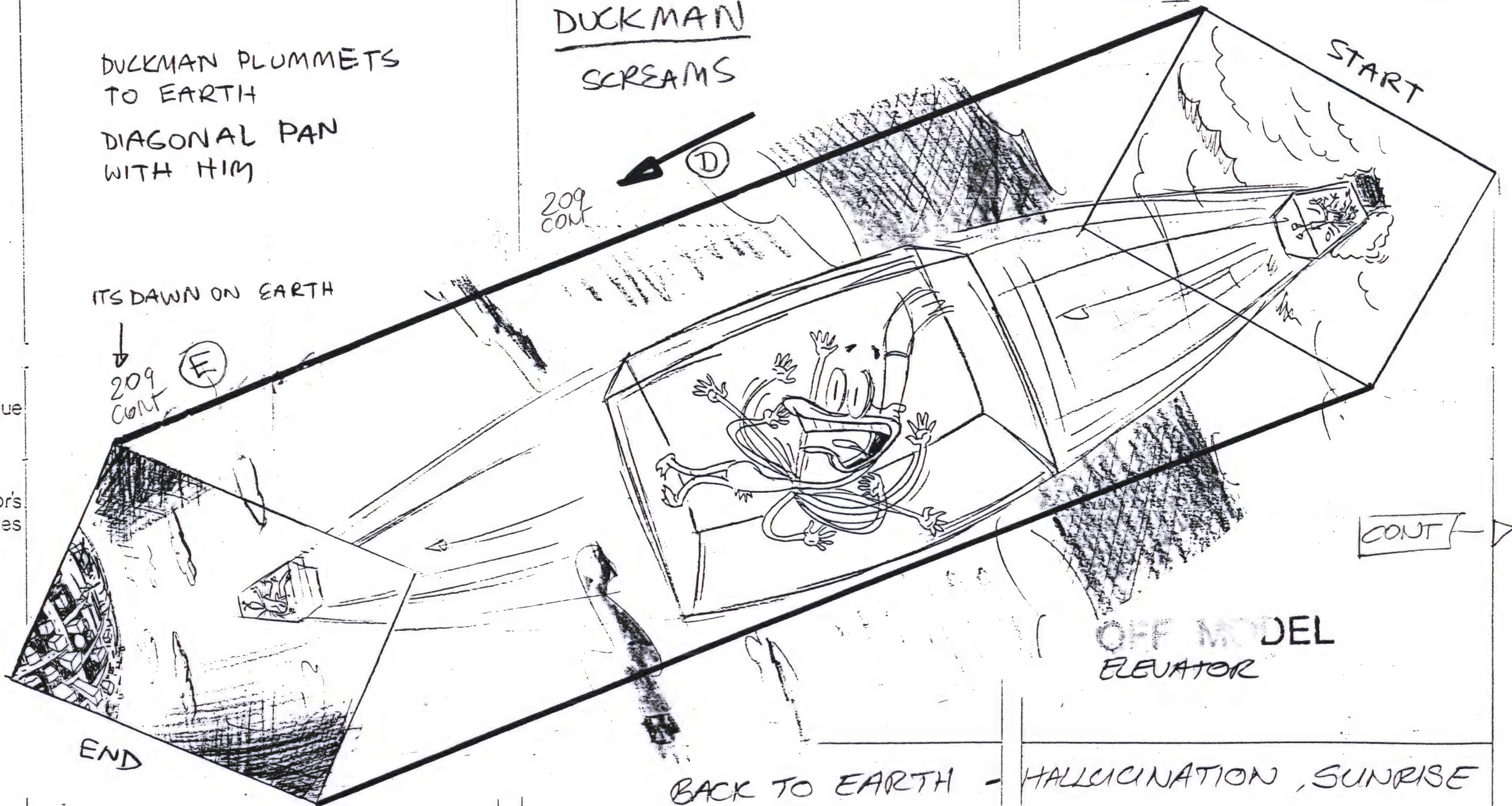
DUCKMAN
SCREAMS

ITS DAWN ON EARTH

↓
209
CONT (E)

dialogue

director's
notes

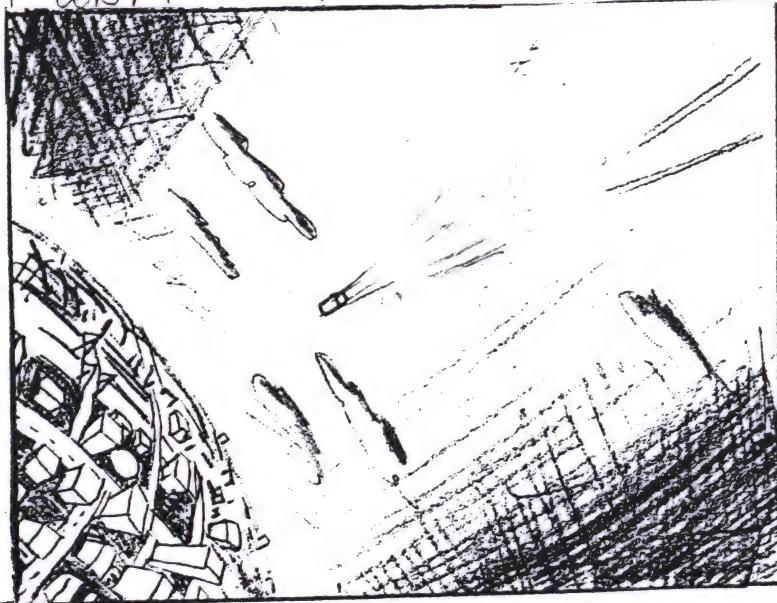


CONT →

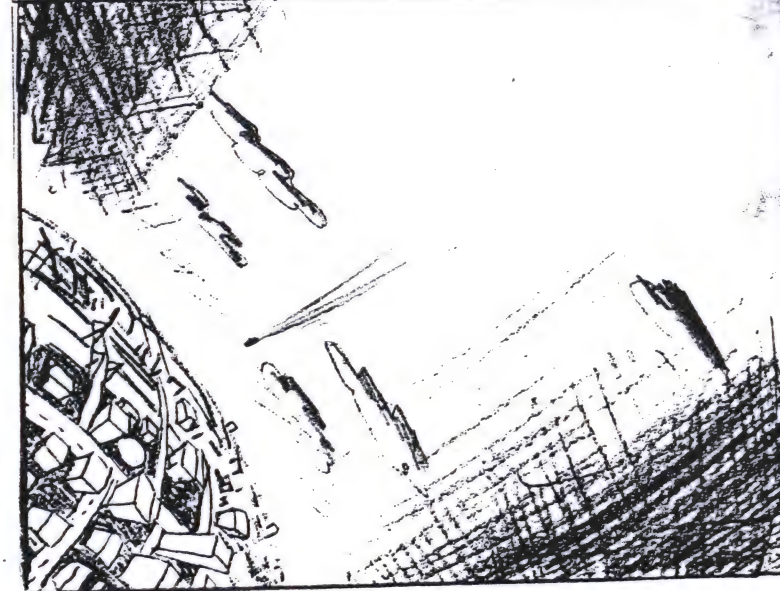
OFF MODEL
ELEVATOR

BACK TO EARTH - HALLUCINATION, SUNRISE

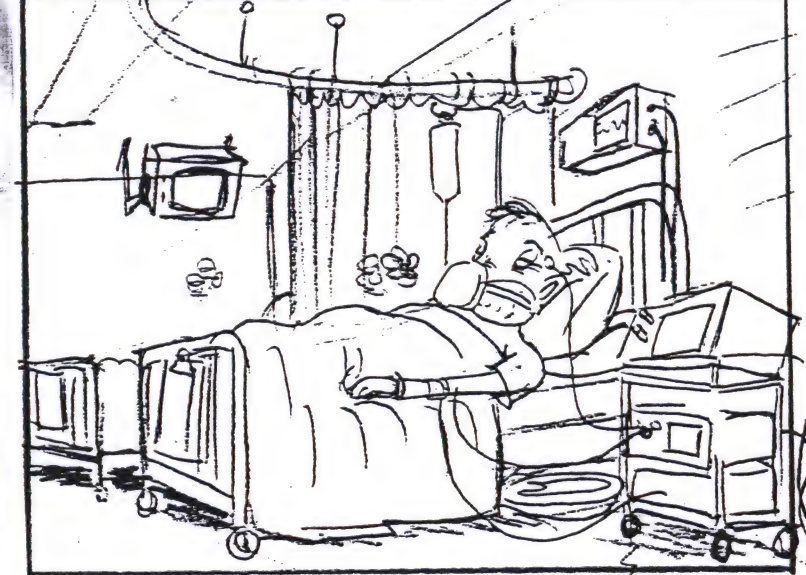
sc 209 BG timing panel F



sc 209 RG timing panel G



sc 210 BG timing panel A



dialogue

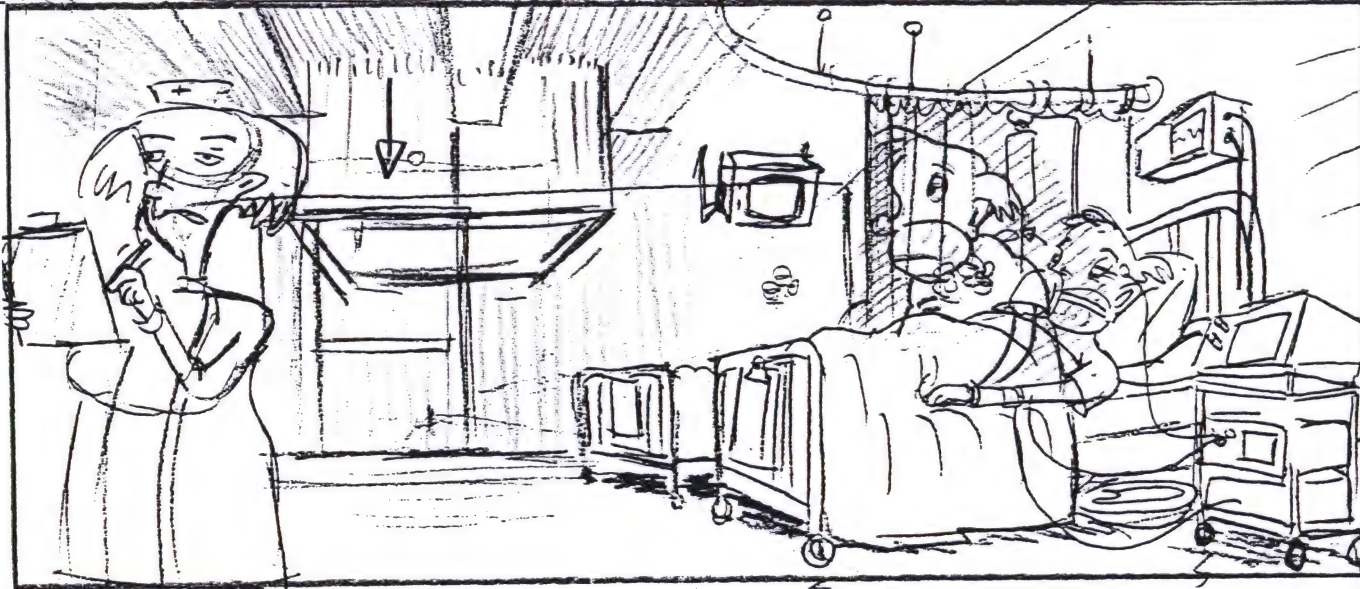
director's
notes

timing

ELEVATOR RECEDES &
DISAPPEARS

CONT →
INT. DUCKMAN HOSPITAL - SUNRISE
"FLATLINE" PATIENT'S BED

sc 210 BG timing panel C



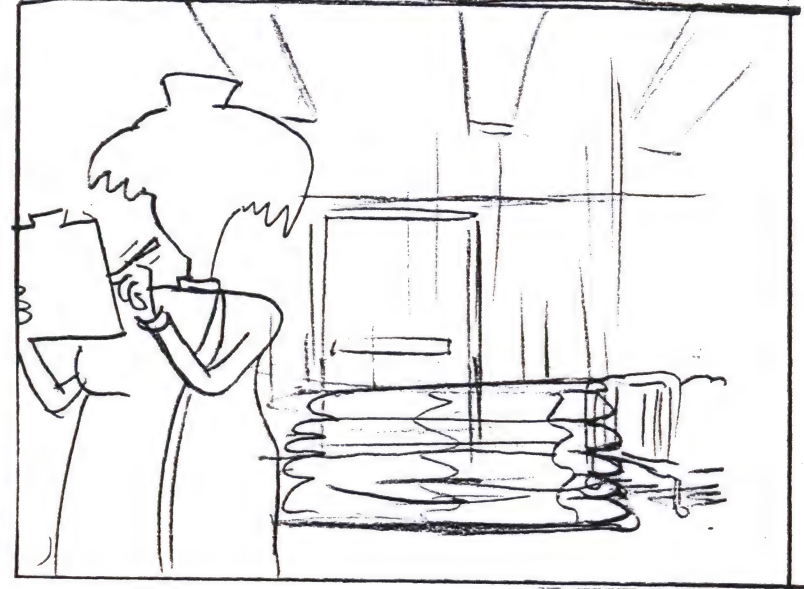
STOP



START

sc 210 BG timing panel B

sc 210 BG timing panel D



dialogue

director's
notes

timing

OFF
ELEVATOR
NURSE, CLIPBOARD
+ PEN

NURSE IS WRITING
ON CLIPBOARD

DEL

OFF MODEL

PATIENT

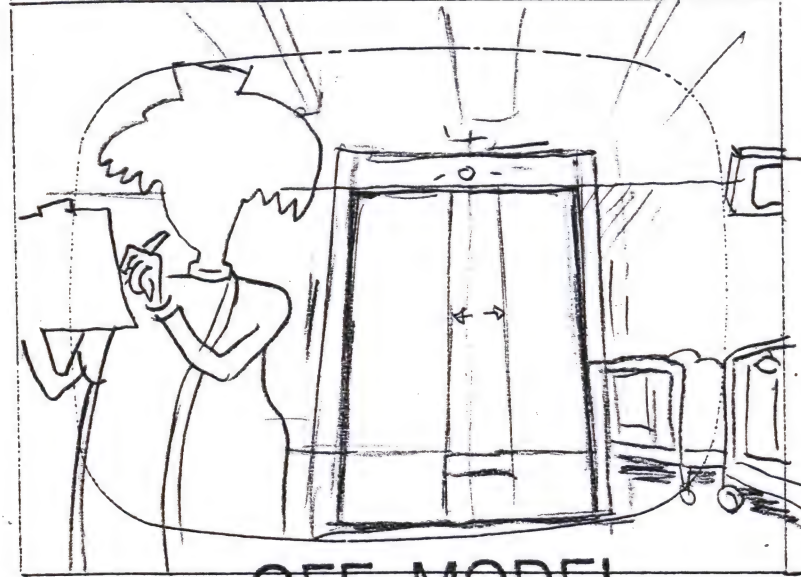
DX ELDERLY MAN SITS UP
FROM HIS BODY

PAN AS - DX ELEVATOR
PLUMMETS THROUGH
CEILING (WHICH HAS
AN AIRCRUSHED MATTE)

BIG SQUASH

CONT

sc 210 BG timing panel E



OFF MODEL

dialogue

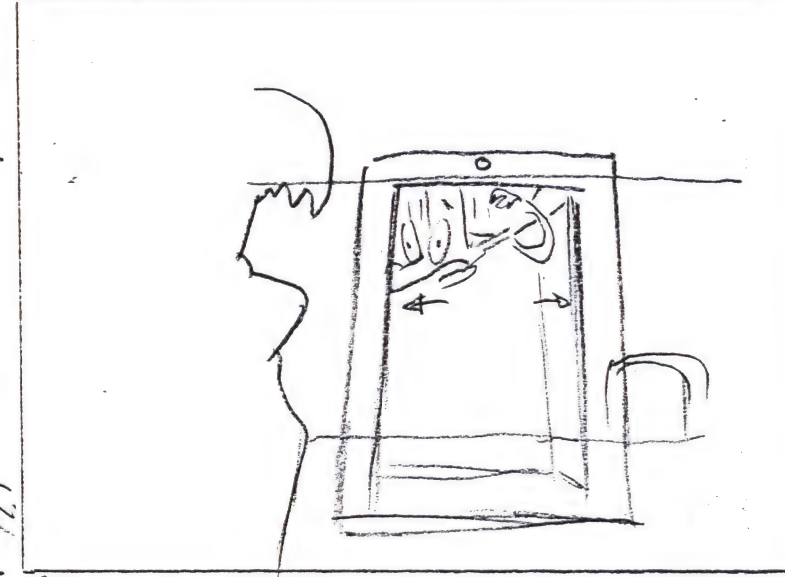
"DING" RED LIGHT
ON

director's
notes

DOORS BEGIN TO
OPEN

timing

sc 210 BG timing panel F



OFF MODEL
ELEVATOR, NURSE,
CLIPBOARD, PEN

ELEVATOR DOORS OPEN
REVEALING DUCKMAN FALLING TO FLOOR

sc 210 BG timing panel G



DUCKMAN
UGH!

CONT →

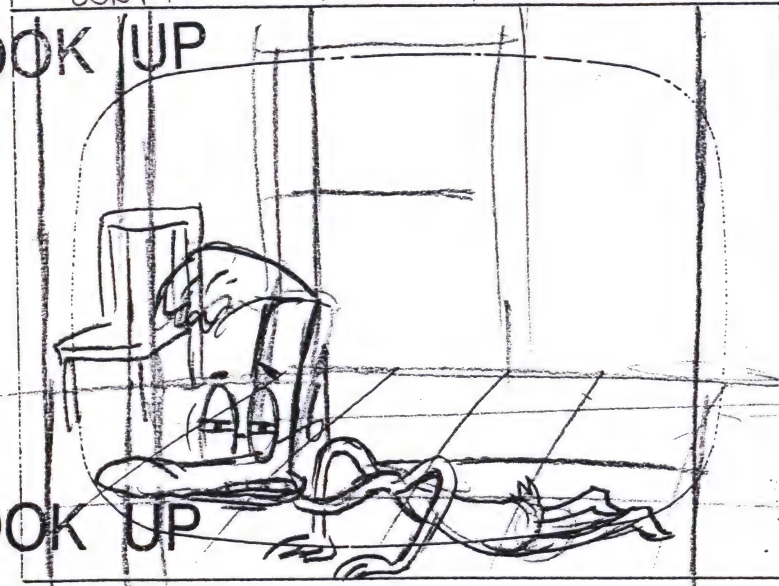
HUT →

FEET
FOLDED
UP

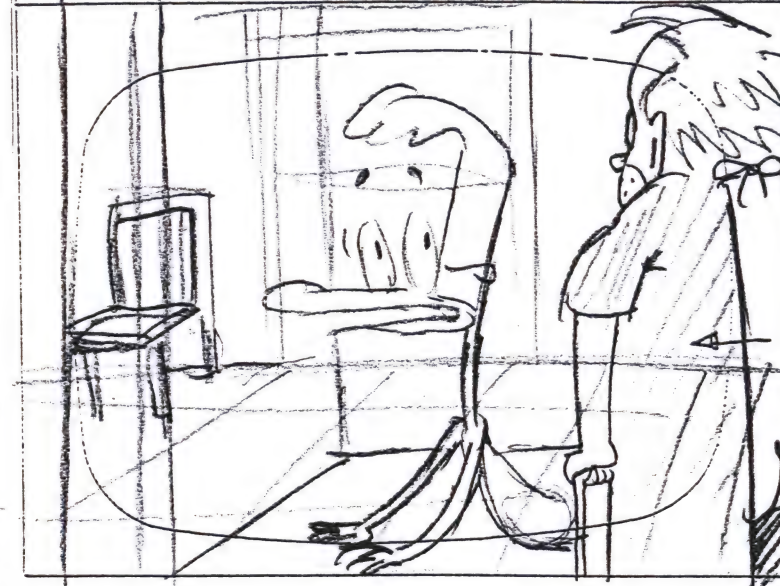
sc 210A BG
COUT timing panel H

HOOK UP

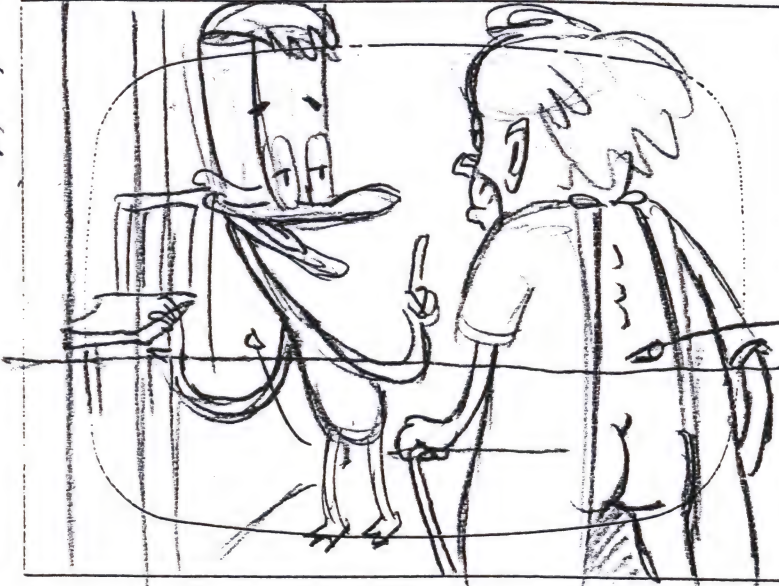
HOOK UP



sc 210A BG
COUT timing panel I



sc 210A BG
COUT timing panel J



dialogue

director's
notes

timing

DX DUCKMAN, ELDERLY MAN, ELEVATOR
OVER HOSPITAL BC

DUCKMAN

ELDERLY MAN WALKS
INTO SC.

DUCKMAN SEES HIM

DUCKMAN
I HIGHLY

DUCKMAN LEAPS TO
HIS FEET, MAN
ENTERS ELEVATOR

OFF MODEL

- DUCKMAN
- PATIENT

CONT →

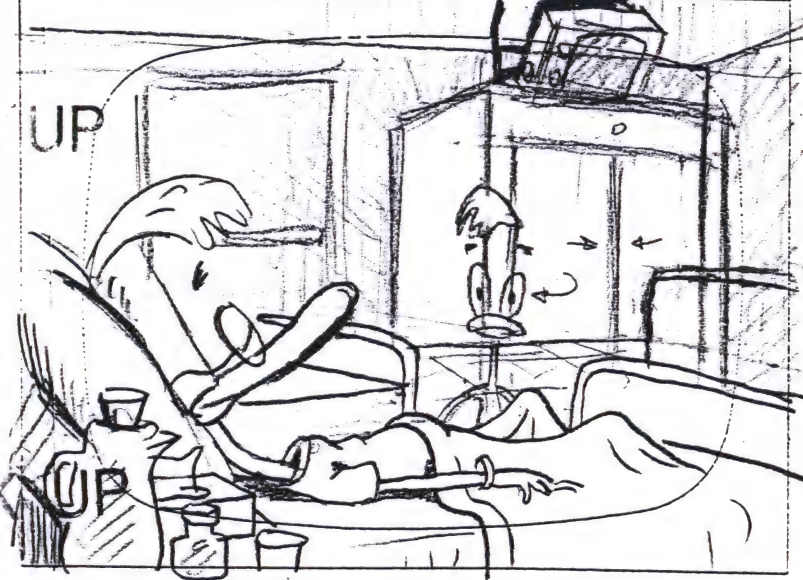
sc 210A BG timing panel K



sc 210A BG timing panel L



sc 211 BG timing panel A



dialogue

RECOMMEND THE

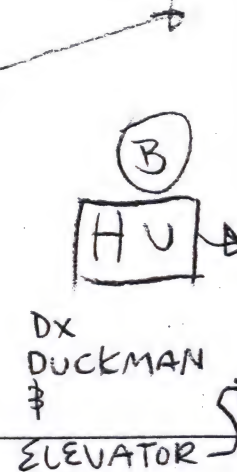
director's
notes

DUCKMAN EXITS - PATIENT,
ELEVATOR

OFF MODEL - PATIENT,
ELEVATOR

PINA COLADA

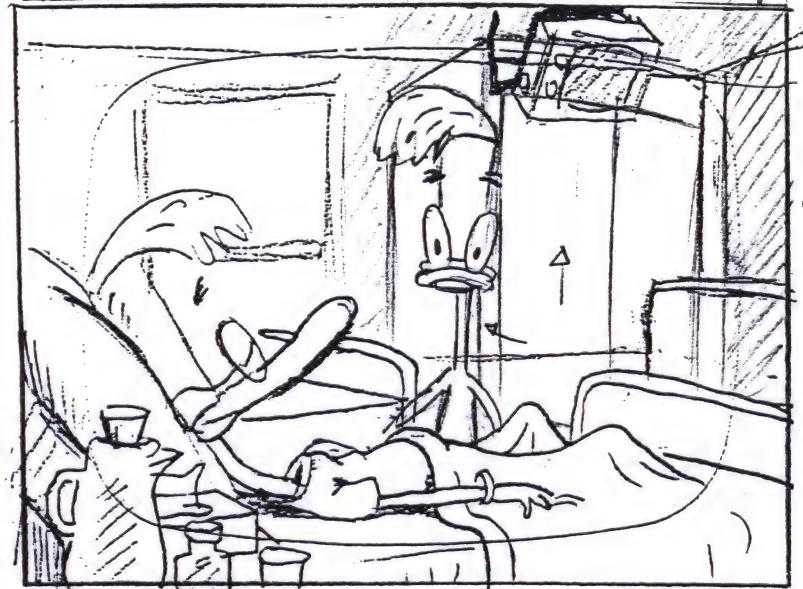
- DUCKMAN
- PATIENT,
ELEVATOR
DOORS CLOSE



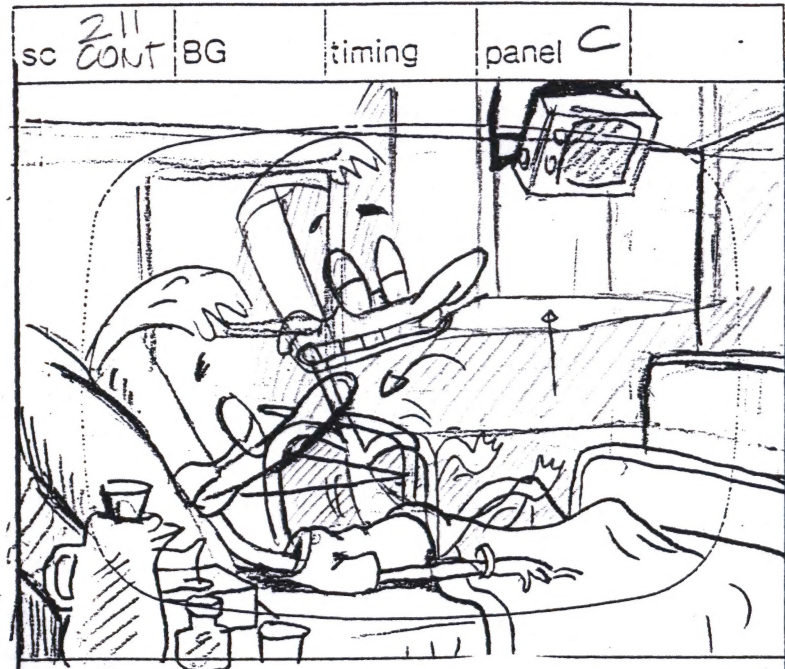
"DING"
ELEVATOR RISES

211, CONT

CONT



timing



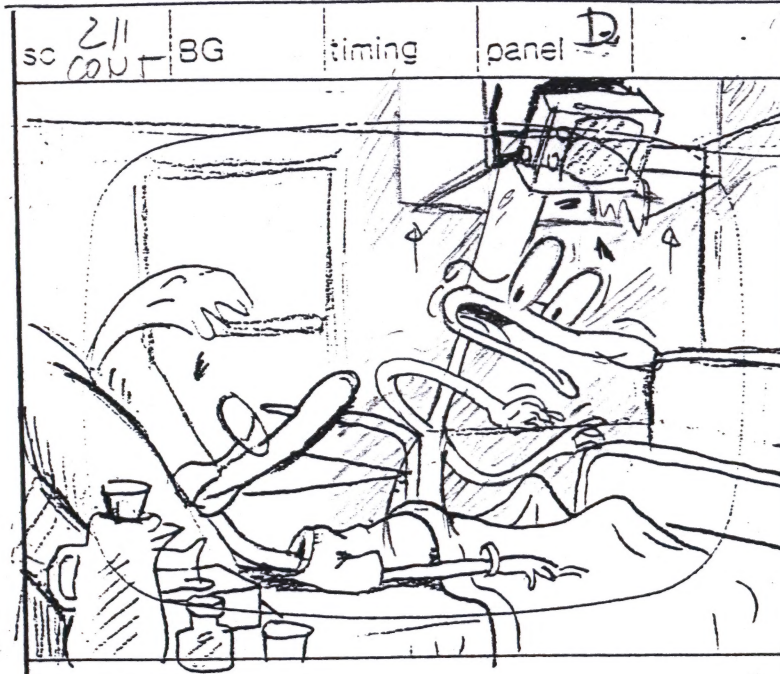
dialogue

GRUNT

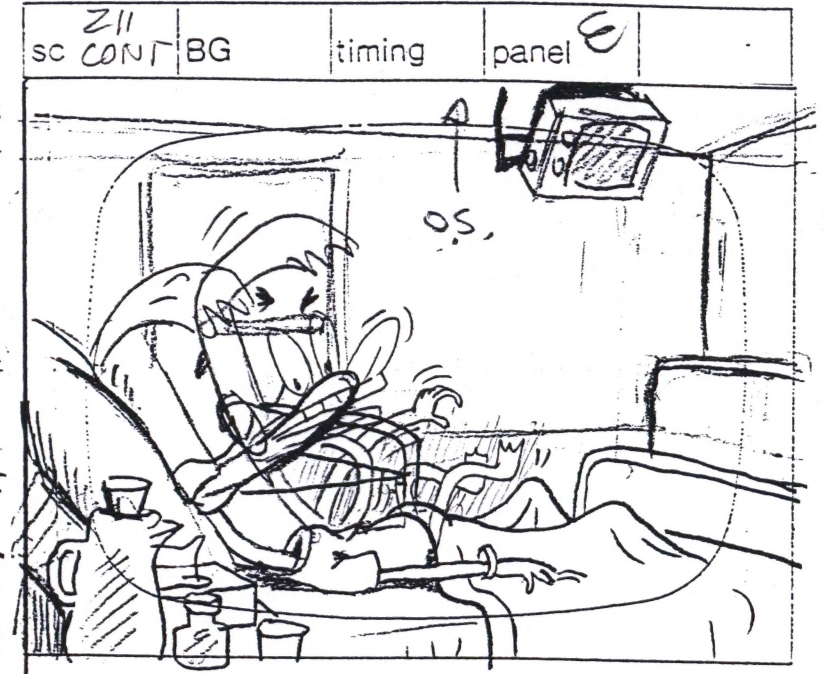
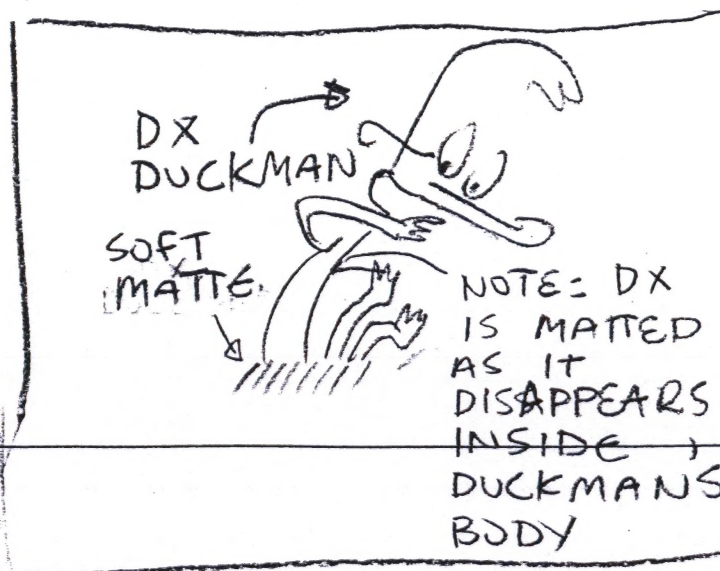
director's notes

HE HOPS ONTO HIS BODY
ELEVATOR CONTINUES TO
RISE

timing



DUCKMAN
BOY!



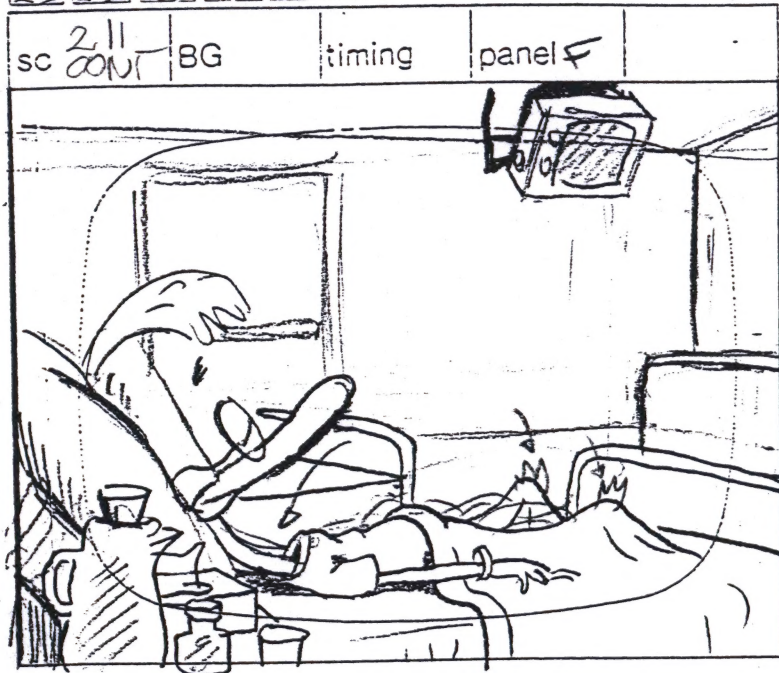
I THINK I PUT ON A FEW.

DX
DUCKMAN SQUIRMS

ELEVATOR RISES

O.S.

CONT →

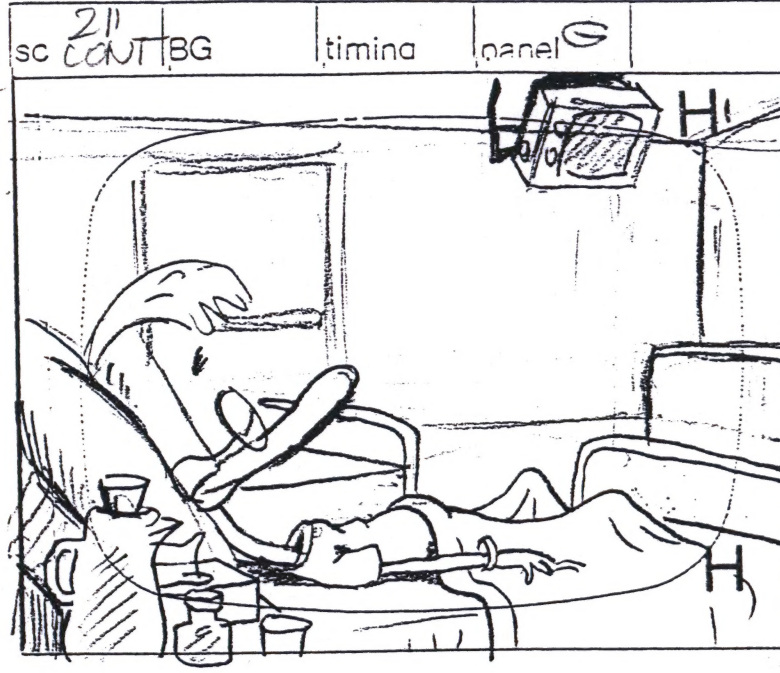


dialogue

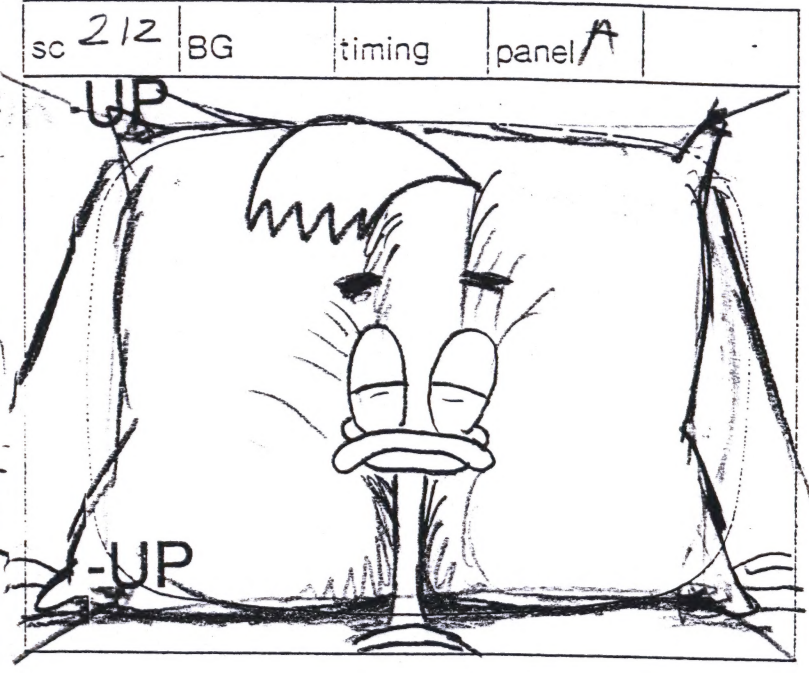
GRUNTS

director's
notes

timing

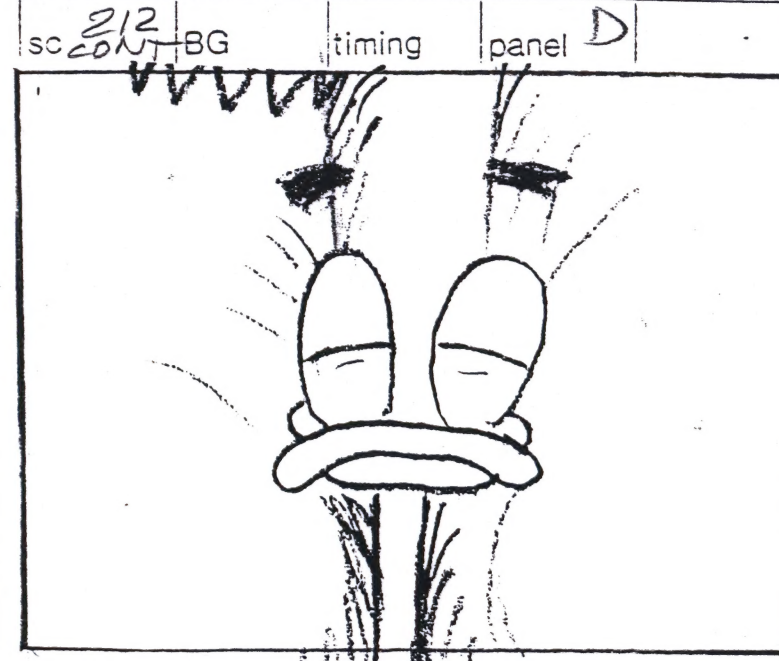
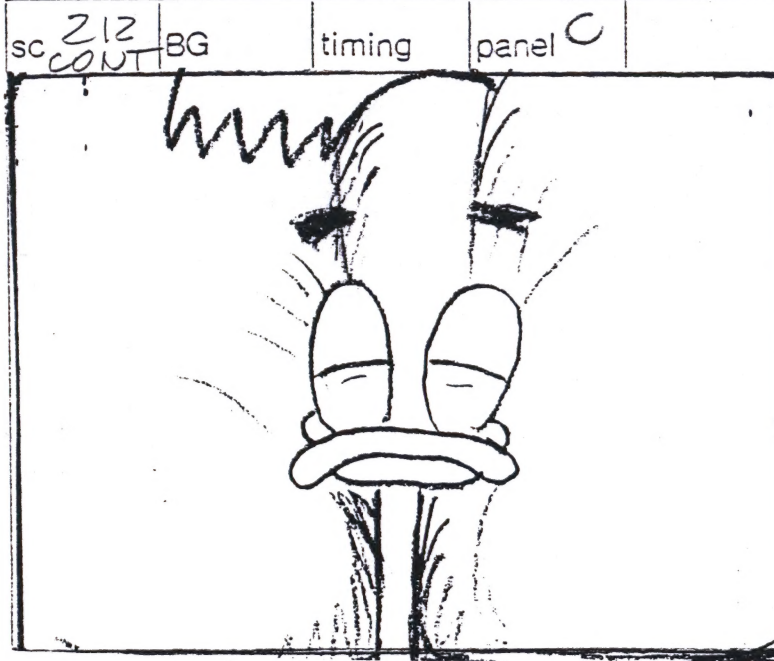
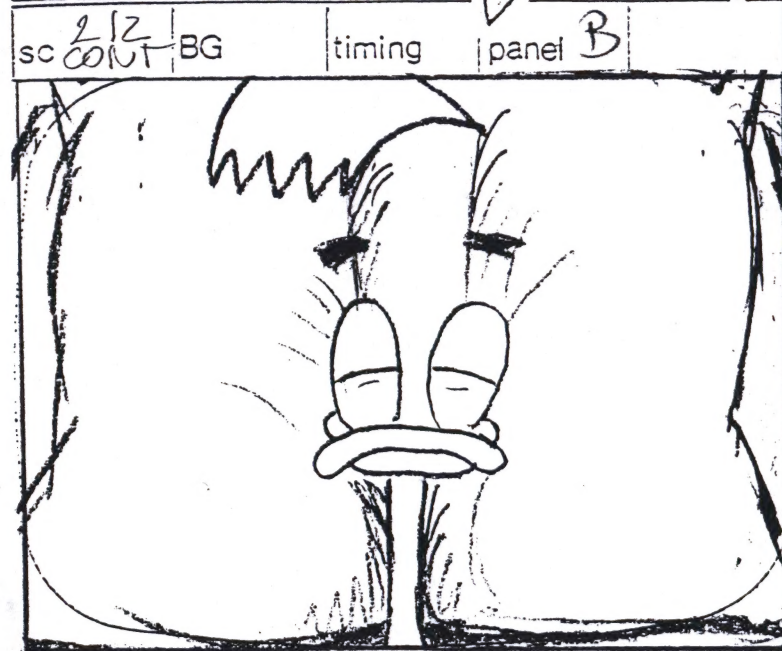


DX DUCKMAN DISAPPEARS



SLOW TRUCK IN

CONT →



dialogue

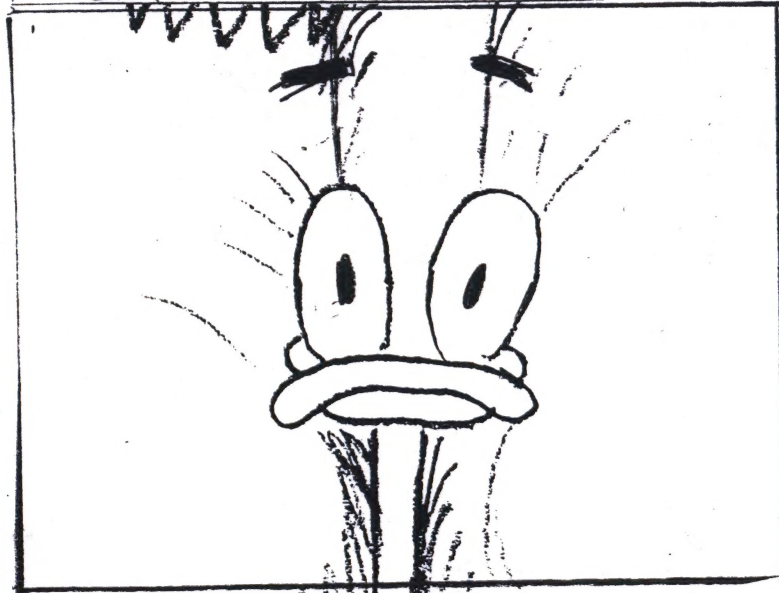
director's
notes

timing

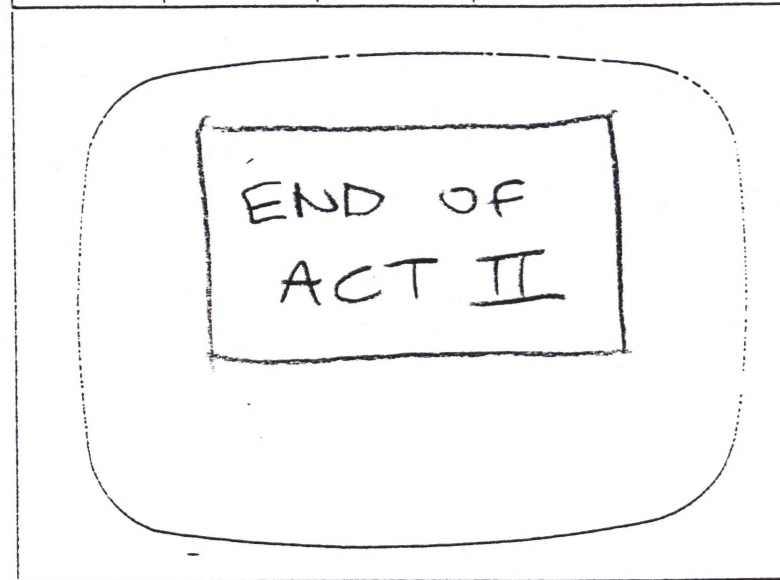
END TRUCK

CONT →

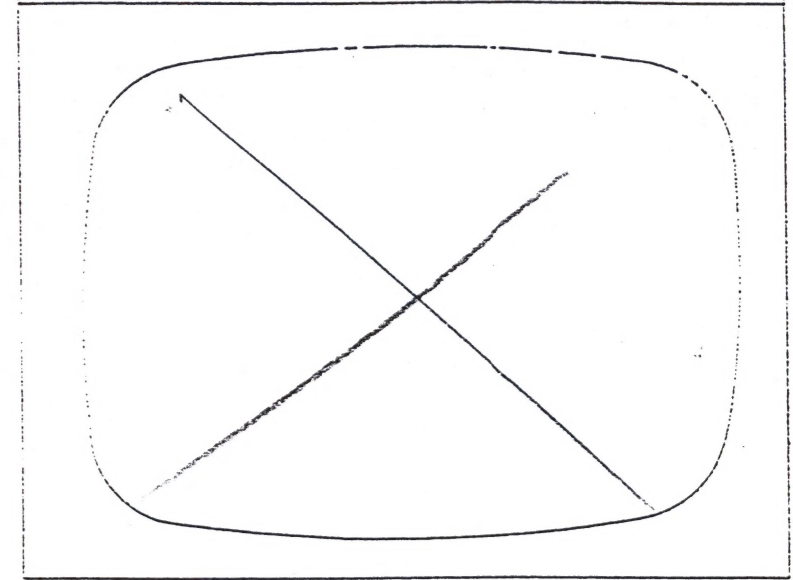
sc 212 BG timing panel E



sc BG timing panel



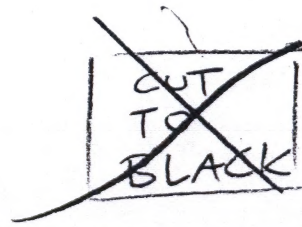
sc BG timing panel



dialogue

director's
notes

EYES
BLINK & STAYS OPEN



FADE OUT

timing